COMPUTER AND CVG VIDEO GAMES

ISSUE 137 APR 1993

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INSIDE: PC ENGINE GT • EQUINOX • CHUCK ROCK • CHESTER CHEETAH • STUNT ISLAND • MUHAMMED ALI • SPEEDBALL 2 • BEST OF THE BEST • • CHAKAN • UNIVERSAL SOLDIER • CRASH DUMMIES AND MUCH MORE!

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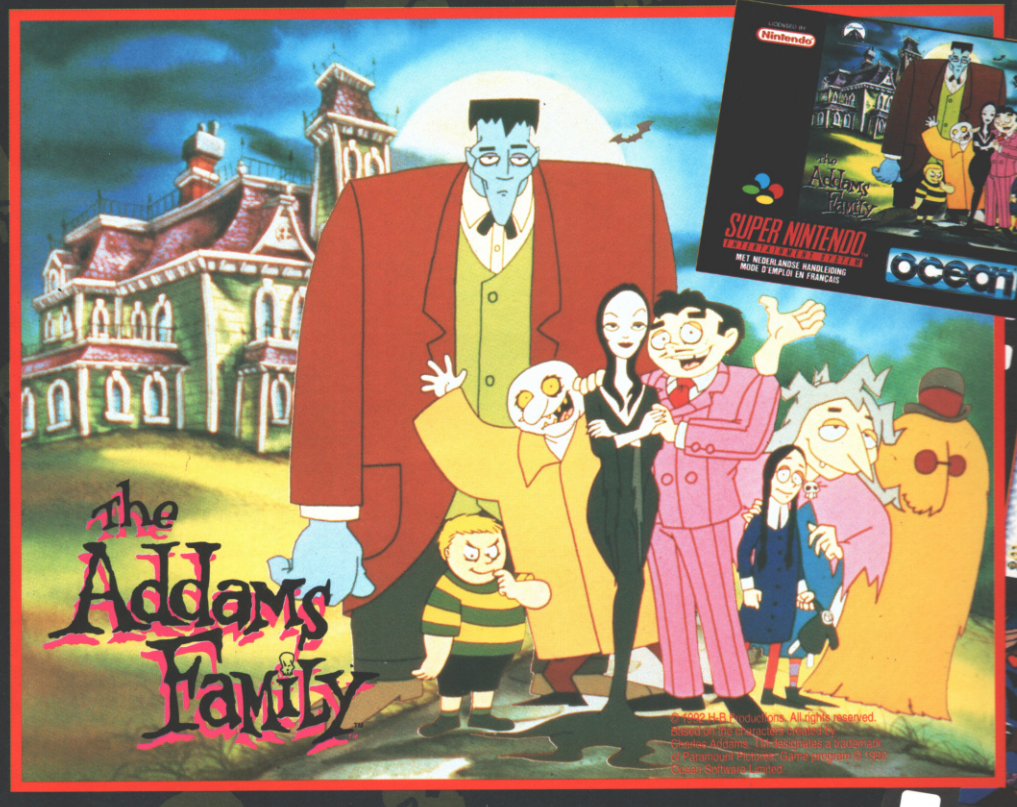

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As if things weren't ooky enough! Wednesday has been a perfectly taunting child. She's gone and devised a simply tourturous game which will drive her darling wretched brother, Pugsley, to happiness. How absolutely delicious! Wednesday has hidden six wonderfully strange items somewhere about the Addams Family Mansion. Now, you must guide poor Pugsley on his quest to uncover them. Traps, traps, traps you say! Well , yes. What else would add so much lovely horror to this unaturally delightful fun? Little Wednesday, so full of charming woe, has made sure this adventure will be a doom-filled doozy. There are even hidden switches all about, which produce the loveliest blood-curdling effects when Pugsley runs into them.

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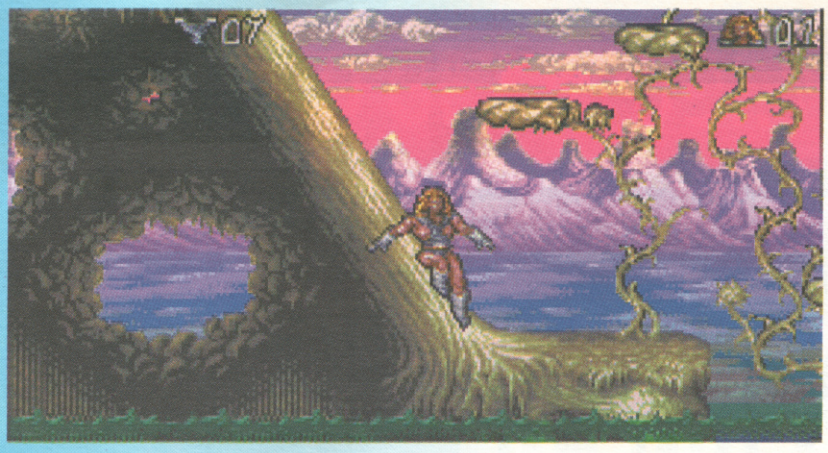


6 WORD UP!

The man called Sumpter introduces you to this historic issue of CVG. Historic because this is the last time you'll see CVG looking anything like this! It's all change as from next issue, so join Garth in Editor's valley for all the gen.

8 NEWS

There's been some major advancements in the console world this month. From reports of new consoles to strange sightings of other-world beings outside CVG Towers, you can read all about it right here! Apart from the other-world beings bit.

24 PC ENGINE FEATURE

The little white wonder from NEC could be on the verge of a come-back via the new super machine, the PC Engine Duo! Do we faff? Do we fret? No, we just dispatch our very own Engine expert, Paul Anglin, to bring us up-to-date on the Engine past, present and future!

32 YOB'S MAILBAG

The great unwashed one delves once more into his sack of delights and comes up with more witty wonderment as only he knows how. Just who bears the brunt of the tactless lad's banter this month? Why not turn to page 32 and find out!

42 POSTER

Like the Sewer Shark review? Want a smart poster of it? No problem! Turn to page 42 and there you have it!

61 THE INTER-MAG CHALLENGE

Our lad Steve Keen goes head-to-head with NMS's very own Steve Merrett in a game of Jimmy Connors' Tennis! The prize for the winner is a bottle of fine and dandy Champagne; for the loser, loud laughs from all over the building.

67 HIGH SCORES

Get ready, once again, to pull on your big high-scores hat and take a trip to large-points heaven with the lady who's done more for scoring prowess than Fergie's done for Thomas Cook's winter business – our very own Sadie!

70 CHEAT MODE

His brain may have been all but destroyed after years of listening to the inane warblings he describes as 'music', but our boy Anglin has nevertheless managed to come up with THE definitive Mario Kart guide, as well as a stack of top cheats. Hurrah!

80 HOTSHOTS

You will not belieeeve this! Not only does CVG get the scoop review of Sewer Shark on Mega CD, we also pick up and trot out Exclusive previews of the latest up-and-coming CD stuff, Night Trap and Road Avenger being just a few of the soon-to-be-seen goodies inside!

SUPER NINTENDO

14 STAR FOX

Foxy frolics abound in Star Fox, the 3D stunner on page 14!

The very first SNES cart to make use of the amazing SFX chip is nothing short of incredible. See polygons flying around the screen faster than ever before! The huge four-page review kicks off on page 14.

More Star Fox antics to whet your whistles - see it in CVG!

30 CHUCK ROCK

He may have a gut bigger than Randy (blimey), but the Cromagnon chappie hits the SNES in an adventure to end all adventures!

How many rocks could Chuck Rock chuck? See page 30!

29 CHESTER CHEETAH

You've seen him on the Cheetos adverts – now check out his platform game! Chester may be the coolest cat in town, but does he have what it takes to cut it in game form? It's not easy being cheesy!

It isn't easy being cheesy - Chester Cheetah hits the SNES on page 29!

44 EQUINOX

A brilliant SNES adventure incorporating great isometric graphics. The game shouldn't be missed! Neither should the review!

50 LETHAL WEAPON

What exactly have the lads at Ocean done with the lads from LA? You know exactly what to do – read the definitive CVG review!

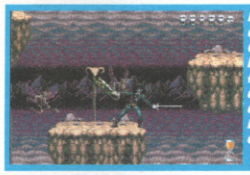
59 BEST OF THE BEST

Get ready for Best Of The Best - kickboxing with attitude on 59!

Formerly Andre Panza Kickboxing on the Amiga and PC Engine, Best Of The Best casts you as a young hopeful in the dog-eat-dog world of the dubious martial art. Get out there and kick ass!

MEGA DRIVE

18 CHAKAN THE FOREVER MAN



He's called Chakan, he lives forever and he's a man. He's also on 18!

Chakan's a cult figure in the American comic book scene, and now he's here on Megadrive. The game's mean and moody, but is it fun?

40 BATMAN: RETURN OF THE JOKER

Da da da da da da da da da da da da da da da Batman! He's back!

Bat fans have been waiting for a decent game of their hero for ages; is this the one?

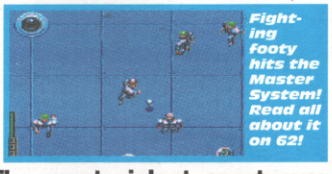
48 MUHAMMED ALI HEAVYWEIGHT BOXING

Eight! Nine! Ten! Yer out! Muhammed's on page 48!

Starring the man they once called Clay, this fine interpretation of the noble art gets the full airing in CVG!

MASTER SYSTEM

62 SPEEDBALL II



Fighting footy hits the Master System! Read all about it on 62!

The most violent sport ever (apart from a Wimbledon away match) comes to the Master System! It's violence, speed and laffs all the way with Speedball II and CVG!

PC

36 STUNT ISLAND

Take off with Stunt Island - the flight game with a difference!

Film it, cut it and edit it in the latest PC jolly! Stunt Island gives you the chance to be a top Hollywood director without having all the newspapers reporting on your secret love scandals with the dolly-bird next door!

AMIGA

54 NICK FALDO'S CHAMPIONSHIP GOLF

The man Faldo take time out from the professional scene to give you a little expert coaching on how to improve your handicap. It's not exactly PGA, but it'll do.

Jump! Jump! Jump to page 56 for Kris Kross on Mega CD! It's a hoot!

MEGA CD

20 SEWER SHARK

Get ready for this! Sewer Shark has all the responsibility of Mega CD sales on its shoulders. Is it a hit? Or really...rather poor? Turn to the Exclusive three-page CVG review and find out!

Down in the depths - Sewer Shark storms in!

56 KRISS KROSS: MAKE MY VIDEO

They may be all Krossed out and also terminally sad, but Kriss Kross hit the Mega CD in a game that lets you design your own music video! Join Daddy Mac and the other little get on page 56!

EDITOR
GARTH SUMPTER
I went to this party once, and who happened to be there? None other than the fit one out of the Nolan Sisters! I went straight into shmooze mode (after all, it's not every day you get the chance to tap a Nolan). She thought I was great, but unfortunately had to leave for Japan that very evening. Honest!

DEPUTY EDITOR
PAUL RAND
My first celebrity tete-a-tete was with former England and Liverpool captain, Emlyn Hughes! It was at this pub in Cricklewood, and, as I supported the Kop, I thought it was dead good – until our Em ordered a small glass of red wine. The term 'Chocolate Man' sprang to mind and I left in disgust. I follow Newcastle now.

ART EDITOR
JON BILLINGTON
I'm a bit of a Leftie, me, so I was well made-up when I got to shake hands with Labour top-boy Harold Wilson! I'd won a road safety competition at school, and the then-PM handed me my prize! There's also the time that Thora Hird changed my nappy – I can remember it like it was last week. Because it was.

DESIGNER
JENNY ABROOK
My aunty used to be a French Baroness! She married a French Baron (funnily enough) and used to appear on the Russell Harty programme all the time! I know lots of aristocrat-related gossip, but I'm not telling because the family threatened to burn my sheep if I spilled the beans.

STAFF WRITER
STEVE KEEN
Believe this if you will, but my ma used to be a bit of a groupie in her youth. She went out with 70's rock god, Roger Daltrey! And if you think that's smart, get ready for this – it was Mum who thought up the name for Roger's band, The Who! Crikey!

STAFF WRITER
PAUL ANGLIN
I sent in a joke to the Walt Disney magazine! I was only eleven, and it was so funny I got my name and gag printed and received a fiver for my efforts! The joke went like this: How did the man in a telephone box survive an elephant stampede? He phoned the operator and reversed the charges! Okay, so humour's changed since then. For the better.

MANAGING EDITOR
STEVE JAMES
I was sat in an Indian restaurant with my leg sticking out from under the table and accidentally tripped someone over. Looking down, I gasped with horror as I realised I had flattened famous jazz musician, Acker Bilk! He was fine, apart from having his horn crumpled a little, and from then on I was known as 'The Acker Hacker'.

ADVERTISING MANAGER: Jim Owens ADVERTISING EXECUTIVE: Sarah Connell PRODUCTION ASSISTANT: David Nye SECRETARY: Joanne Briar MARKETING MANAGER: Mark Swallow PRODUCT MANAGER: Sarah Hillard PUBLISHER: Garry Williams MANAGING DIRECTOR: Terry Pratt SUBSCRIPTION AND BACK ISSUE ENQUIRIES (INCLUDING GO!): CVG Subscriptions, PO Box 500, Leicester LE99 0AA Tel: 0858 810510 EDITORIAL AND ADVERTISING HIVE OF SCUM AND VILLAINY: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU Tel: 071 972 6700 Fax: 071 972 6701 PRINTED IN THE UK BY: Kingfisher Web Ltd, Fengate, Peterborough COLOUR BY: PrePress, London EC1 DISTRIBUTED BY: BBC Frontline (c) COPYRIGHT: Computer and Video Games 1993 ISBN NO: 0261-3597 CVG DISCLAIMER: CVG cannot be held responsible for errors, omissions, misprints, mistakes, the burnt bits you always get at the end of sausage rolls, Lisa Duckworth's untimely demise and Gary Whitta's odorous orifice. You'll always live on in the hearts and minds of the CVG Boys, Bobby. And you'll never walk alone.

WORD UP!

It's here! After months of waiting, Sega's Mega CD has finally made it onto the shelves and a sexier bit of kit you've never seen!. And, of course, CVG has got the very first reviews of the main titles that will first be available on it. It seems that this month, technical innovation abounds as we also see the very latest in Nintendo technology. The release of Star Fox heralds what probably the best 3D space shoot-'em-up ever and it's all down to something called the SFX chip. Convinced? You will be after you've read our four page review!

GARTH SUMPTER

FATBOYS COMETITION

Yeah you've heard about it! CVG's just about to swell to detonation point with all that's best in the heady world of video gaming excellence! Were going to have squillions more reviews, huge features and hundreds of new ideas that'll make your armpits swim! And to celebrate the explosion of fun we're inviting two lucky mortals to spend the day at the office and oversee all the excitement. and then whisk you through the crowds of plebs in a chauffeur-driven car to swish Covent Garden for a scoff-all-you-can-eat gorge fest at the authentic and extremely exclusive Fatboys restaurant.

Stuffing yourself silly is a legendary pastime of the crew and where better to indulge than at Fatboy's massive restaurants. Fatboys run a chain of eateries that will soon spread across the country. Each one is individually designed and unique to a certain part of America.

They were originally built in the 50's, but have recently been taken apart piece by piece and reconstructed on our side of the pond! At the moment there are two, one in Birmingham and another in London's Covent Garden, and our lucky winners will be treated not only to the feast of their lives but T-shirts, posters hats games and a ton of fun. What a prize! And there's only room for two, so get those entries in now, designing the ultimate burger! Who knows, maybe Fatboys will even use your blueprint to make you your very own burger!

Send your culinary inventions to: GO AHEAD FATBOY, MAKE MY BURGER! CVG TOWERS, 30-32 FARRINGDON LANE, PRIORY COURT, LONDON, EC1R 3AU.

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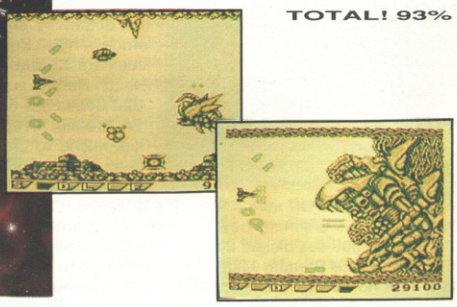

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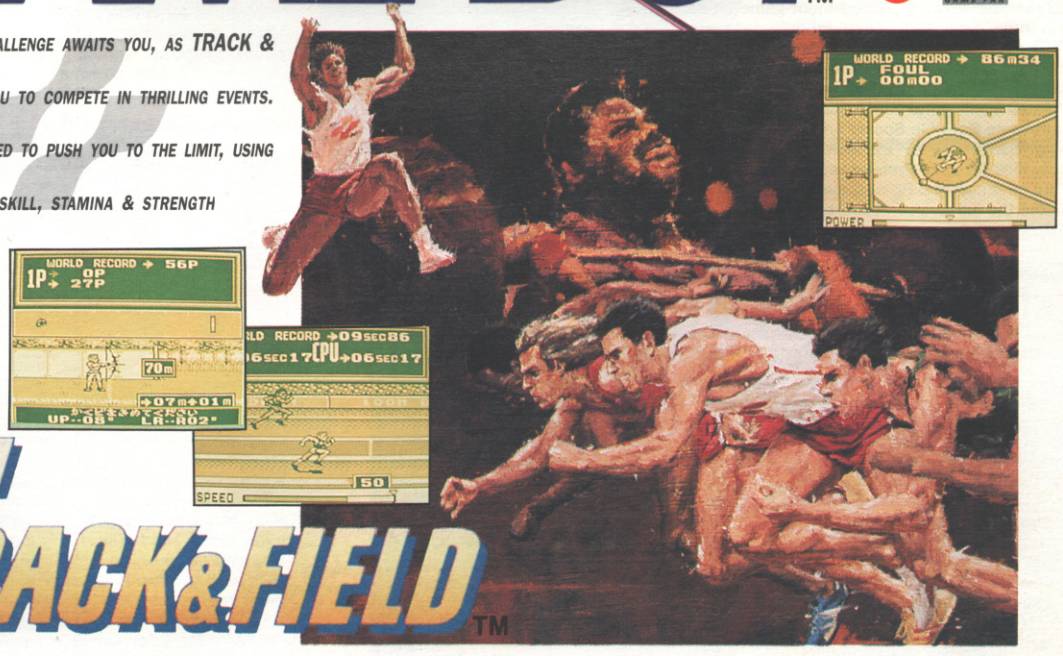

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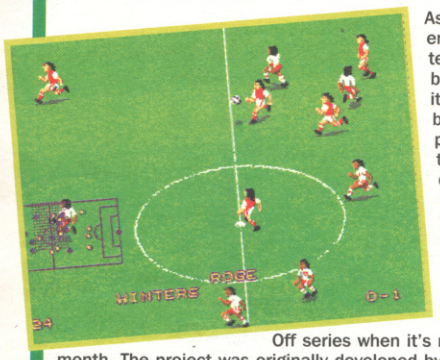
NEWS

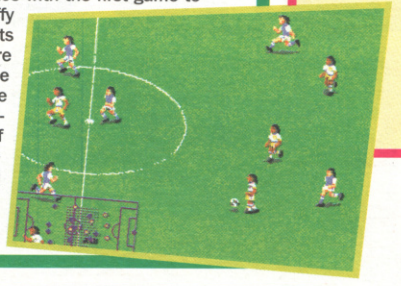
SWEET F.A!



As the 1993 football season enters its latter stages and the tension reaches almost intolerable levels as the top clubs battle it out for the League title, what better time for a software company to step in and grab some of the action by snapping up the official FA Premier League licence? No better time, that's what! Hardly surprising, then, that Ocean has done just that.

FA Premier League Football is promising to claim the soccer sim crown from the likes of Sensible Soccer and the Kick Off series when it's released on Amiga and PC next month. The project was originally developed by Audiogenic under the name of World Class Soccer, but was picked up by Ocean earlier this year and has since been modified to fit the Premier League tie-in. The game is strictly an action-based affair, with no boring management malarkey to muck things up and an innovative dual-view display system that allows you to to play from either a side-on perspective or a birds-eye view as in Kick Off! And of course, with the official licence and everything, all the authentic Premier League teams, players and kits are in there too – come on you Spurs! Those of you who prefer to watch football on TV rather than live can also have a ball by playing with the video-style action replay facilities.

Although it's an action-only game, Ocean is currently working on a separate management game (also bearing the Premier League monicker) to be released later in the year that users will be able to interface with the first game to create a full "play and manage" experience. Stuffy types can just play the management game on its own if they really want to. Further details are scarce right now, but with little competition to face on the PC, Ocean's effort could well make it to the top of the IBM Premier League. On Amiga, however, it faces much stiffer competition in the form of the awesome Sensible Soccer and Virgin's forthcoming Goal!, not to mention the perennial classic, Kick Off 2. FA Premier League Football is due out on Amiga and PC next month, when we'll also have the full review. Of course.



OCEAN GETS MENACING

Licence kings Ocean have snapped up another of 1993's big-name movies – not content with already signing Steven Spielberg's dinosaur epic Jurassic Park, they've now picked up the rights to another potential Summer blockbuster. Yes, it's Dennis the Menace!

No, not the tousle-haired tearaway from our beloved Beano comic, but the blonde (but equally troublesome) American version, who's known over here simply as Dennis to avoid any confusion. Early risers might have caught Dennis' animated exploits on The Big Breakfast of late, although it's the not the cartoon that Ocean will be basing the game on, but the live-action movie spin-off from John "Home Alone" Hughes, which is said to be Warner Bros' big box-office hope this year. The plot has the meddlesome Dennis kidnapped by... well, kidnappers before foiling their plans in a variety of ways that even Macaulay Culkin would be proud of.

After experimenting with a Double Dragon-style beat'em-up, Ocean's in-house programming team has reverted to the more familiar platform genre for this title, although we're assured that it won't be just another Mario clone. Although it's still very early in development, it's already showing a lot of promise - it's due to arrive on SNES, NES, Gameboy and Amiga this Summer, to coincide with the movie's release.

Oh, and before we forget, work has recently started up at Ocean's programming haven on Lobo, the video game adaptation of the ultra-violent comic from the creators of Judge Dredd. It's already being hyped as one of the most violent games ever, and is due for release on Nintendo and Amiga formats at the end of the year. Yum yum...

STOP PRESS!

To celebrate its signing of the Premier League licence, Ocean decided to take CVG's resident football pundits Paul Rand and Gary Whitta to Wembley to watch the vital World Cup qualifying clash between England and mighty San Marino. Here is their exclusive after-match verdict:

WHITTA: Well Randy, it certainly was a game of two halves.
RANDY: It certainly was, Gaz. It's a funny old game, but 90 minutes is 90 minutes, and it only takes a second to score a goal.
WHITTA: That's right, Brian. San Marino must have been as sick as a parrot after the England lads done good. They'll be over the moon about that result. It was a real six-pointer.
RANDY: Yes, Gazza, Dazza, Lazza, Cazza, Fazza, Pazza and the rest of Graham Taylor's Red White and Blue army will be proper chuffed. It takes me back to the days of Bobby Moore and that great 4-2 victory over West Germany right here in Wembley Stadium.
WHITTA: Yes, it certainly brings a lump to the old throat. So, a good night for England and the English fans then, Randy?
RANDY: Oh, definitely. They'll have nothing to complain about tonight.
WHITTA: Expect perhaps that alleged tosspot, John Barnes.
RANDY: Yeah, except him. The git.

MEGA CD CLIFFHANGER!

Sylvester Stallone's action-packed new movie, Cliffhanger, is the latest big-name film to be snapped up by Sony for Sega's Mega CD system. Due to hit UK cinemas before Summer, the film is also to be converted for Sega and Nintendo cartridge formats later in the year.

In the film, mountain rescue expert Gabe Walker (played by Sly) has to venture into the perilous Rocky (sic) mountains to track down a bunch of hijackers who have crash landed there and taken his pals hostage. Interestingly, the lead baddy is played by "Technique" out of London's Burning, so it should be good for a laugh if nothing else. The basic idea of the game is to collect cash from the tricky mountain terrain and use it as ransom money to rescue your buddies. "When we read the screenplay for Cliffhanger, we immediately saw the potential this story had as a great video game," says a Sony spokesperson. No doubt the movie, with all its big-budget special effects, is ideal video game fodder, so we await its arrival with interest. Unfortunately it's not due out until the Autumn, so keep your hair on.

UNGA BUNGA!

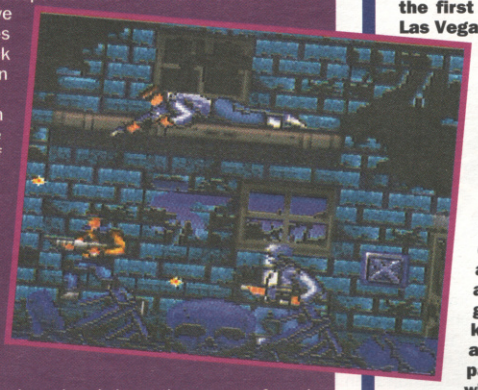
Data East has two new titles slated for release on Super Nintendo soon, the first of which is the latest in a long line of platform carts set in prehistoric times. Following on from the likes of PC Kid, Joe & Mac and, as featured on page 56-57, Chuck Rock, Congo's Caper is yet another bout of Neanderthal merriment. This time though, it features Congo, a lovable caveboy out to rescue his beloved Congette. It's a 35-level romp that looks, for the most part, fairly predictable from what we've seen so far, although Data East promises that it's "not just another jump-and-hit game". Special attack and movement techniques are the order of the day here, and there's even a fruit machine bonus level for slot addicts.

Slightly less information is available on Shadowrun, a futuristic Cyberpunk-type affair based on the popular comic. It's an isometric 3D arcade adventure with a sprinkling of strategy, in which the object is to download the top-secret data burned into your brain before the bad guys can get to it.

Both Congo's Caper and Shadowrun should be available (on import at least) within the next couple of months. There's no official UK release date as yet.

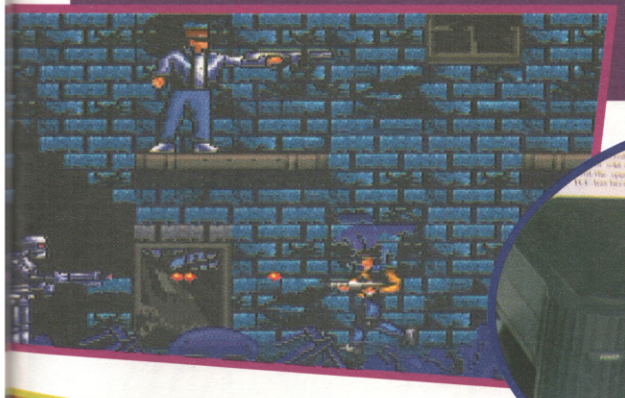
YOU'RE TERMINATED – AGAIN!

It's been nine years since Terminator fever first swept the nation with the release of the original film, and it's still going strong. We've already been treated to versions of both movies on Sega formats, and now The Terminator is back (just like he promised) yet again, this time on Super Nintendo!



While SNES owners wait patiently for a version of T2 for their machine, they'll no doubt be more than happy to make do with this adaptation of the first movie, which comes courtesy of Mindscape. Similar in style to Virgin's Megadrive version, Terminator on the SNES is a multi-level arcade extravaganza set in Los Angeles. The game opens first in the war-torn city of 2029, then returns to 1984 with the player taking on the might of Arnie across a series of platform-based shoot 'em up stages. There are also two Out Run-style driving scenes to get to grips with, again with the unstoppable Arnie in hot pursuit all the way.

Due for release sometime in May, The Terminator has already been the source of much spare-time amusement for the CVG boys, and there's a full review next month in the new-look mag. As Shaw Taylor says, "Keep 'em peeled".



3D-OH!

Well, here it is! The video entertainment system that's going to change the way you play games forever and have an impact on every aspect of your life! Probably. Unveiled for the first time at the recent Consumer Electronics Show in Las Vegas, the spanking new 3DO system is the long-awaited fruit of the new company (also called 3DO) set up by Electronic Arts' visionary founder Trip Hawkins. We've all heard a lot of hot air and hype about how the 3DO wondermachine is going to change life on Earth as we know it, but does the (almost) finished article live up to expectations? The truth is nobody knows because, although the wraps may have been taken off 3DO officially, the system is still shrouded in James Bond-like secrecy. The facts as they stand are these: it's a CD-based 32-bit console (which means it's twice as hard as the Megadrive and has four times as many bits as the SNES) using a state-of-the-art RISC processor and with custom graphics and processing power that promises to knock the socks off any home system currently available. Reckon your top-of-the-range 486SX PC packs a punch? Pah! 3DO takes a 486PC, chops it up with a big axe and flushes the bits down the toilet! That's how hard it is.

New CD formats and games consoles have come and gone over the years regardless of their impressive specifications, but 3DO seems to have a little more behind it than technical muscle to ensure its success. Some of the biggest companies in the world are backing the new machine, including communication giants AT&T and Panasonic, Warner Bros and MCA Universal, who are already planning an "interactive movie" version of Jurassic Park, which promises to be one of the first titles for the new system.

The system is still waiting to be released in the US, but is expected to appear this autumn with a price tag of around $800 (£500). A British release date still has not been set, but don't hold your breath – it's not likely to appear until well into 1994. Of course, if you've got the cash you could buy an imported machine and maybe even some software by the end of the year. As usual, CVG will have the first proper look at the new machine and handing the details onto you.

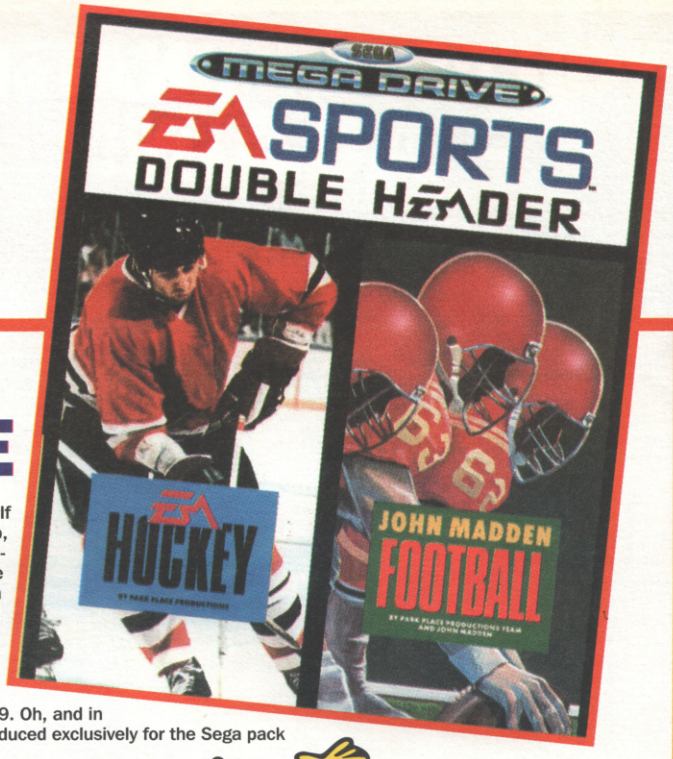
NEW BUNDLE OF JOY

Throw away your old joypad! It's just not good enough! That, at least, is the message being trumpeted loud and clear by Dragon about their splendiferous new family of game controllers. Known as the Dragon Turbo II Joypad, this latest addition to the ever-burgeoning world of console accessories reckons it's just that bit harder than the rest,

Like what exactly? Well, how about LED indicators that flash when you press one of the fire buttons (gasp!)? Or a super-fast, two-speed Turbo button that fires twice as rapidly as any other pad? A slow-motion button? Phew, that should be enough for you - and to cap it all, you've got hardly any chance of copping a duff'un, as Dragon assure us that their "high quality manufacturing" methods mean that the fault rate is less than 1%. Wowee!

Both the Sega Megadrive and Super Nintendo versions of the Turbo II should be available in the shops by the time you read this, at £14.99 and £16.99 respectively. And, just in case any old fogeys (like Garth) out there are wondering, no this isn't the same Dragon that produced those lovely, but long since extinct, 8-bit computers back in the early eighties, although the logo is the same. Funny old world, innit?

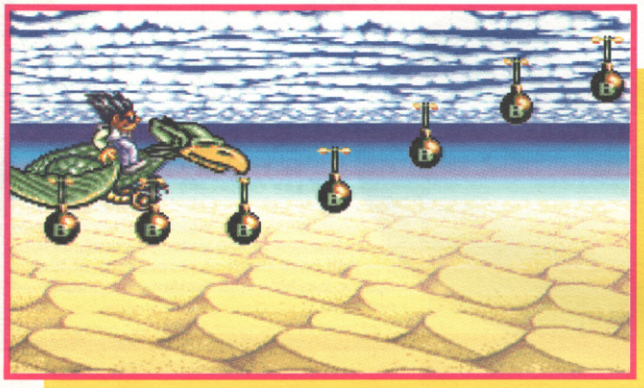
NEWS



TWO HEADS ARE BETTER THAN ONE

Are you one of the sad sacks who still hasn't got around to buying a Megadrive yet? If so, there's never been a better time to finally take the plunge and snap them up, thanks to a new deal arranged by Electronic Arts and Sega. The software and hardware giants have put their heads together to come up with a new Megadrive bundle featuring Double Header - a special "two-in-one" cartridge featuring John Madden Football and EA Hockey, two of EA's most successful Sega titles ever.

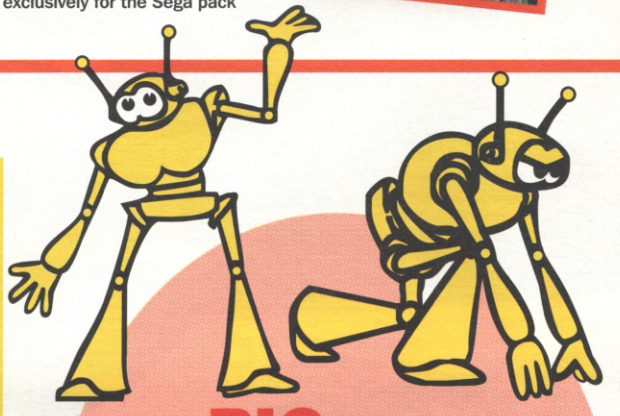
Although both of the games featured in the pack have since been sequelled (with NHLPA Hockey and John Madden 92 AND 93), Double Header is an opportunity to sample a pair of sporting classics in their original incarnations. Well, at least it makes a change from Sonic the Hedgehog. The EA Sports Double Header pack should be in the shops by the time you read this and is going for a song at £149.99. Oh, and in case you're thinking about buying Double Header separately, forget it. It's been produced exclusively for the Sega pack and won't be available for sale on its own. So there.



NO ORDINARY JOE

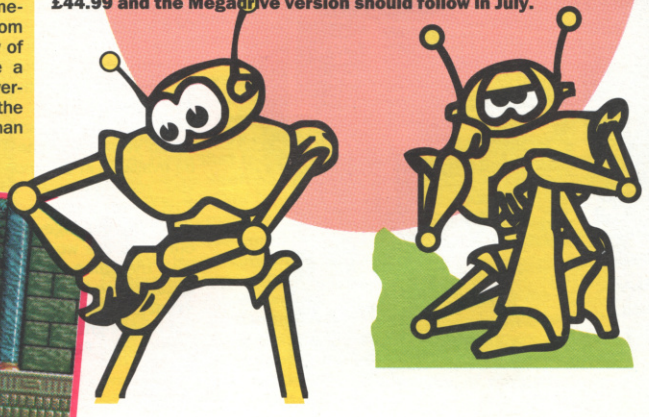
Hudson Soft, previously best known for its sterling work on the PC Engine (including Gunhed, PC Kid and Bomberman), has an original title on the way for Amiga, PC and SNES. Having already converted both PC Kid and Bomberman to the 16-bit computers (they appeared as BC Kid and Dynablaster respectively), the company now has Yo!Joe!, a platform-style romp in the traditional style on the way.

With an arcade pedigree to be proud of, Hudson is expected to come up with something a bit special with Yo!Joe!, even if the platform genre is already standing room only at the moment - the ability to bash the baddies on the bonce with a variety of makeshift weapons should prove a laugh at least. The Amiga and PC versions are due out this Spring, with the SNES format debuting no earlier than 1994. More news soon.



BOB'S BIG NIGHT OUT

Electronic Arts is well known for some sterling original titles on Megadrive and computer formats but its first home-grown product is about to hit the SNES. Called The Adventures of the Bob, you take on the persona of a rocket-powered Romeo whose space ship has crashed on the way to a date with his Venus of the stars and he must fight his way past a multitude of puzzles and angry planet residents before he can get to see his beloved.With six types of weapon and another half a dozen various gadgets with which to overcome the perils of his off-world pit stop, spread over three worlds, Bob's going to have his work cut out. Bob will be available on SNES in May priced £44.99 and the Megadrive version should follow in July.



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NEWS

HOUSE OF GAMES

Bad Influence has finished its first series and Gamesmaster will be winding up and off our screens soon, so where will all you TV games show junkies be getting their fix after that? The answer is Games World, a new five-nights-a-week prog that Hewland International (the makers of Gamesmaster) has produced for Sky TV.

The show should already be on air by the time you read this, going out each weeknight at 6:30 on Sky One and co-hosted by none other than ex-CVG editor Tim Boone! There's a different format for the programme each day, ranging from reviews and tips nights, to a features and interviews show and special challenges where viewers take on the might of the Videators, a bunch of absurdly-dressed joypad bashers who claim to be the best games players in the galaxy. Or something.

So, is the new show worth splashing out 200-odd quid on a Sky dish for? The truth is we don't know, because no-one on CVG is sad enough to own one and so we haven't seen it yet. Oh well.

SEGA WINS THE FA CUP (EXCEPT IT DOESN'T)

How sad. It's bad enough having to put up with the sight of Sonic the Hedgehog bouncing all over the place whenever ITV does any football coverage, but now Sky viewers will have to tolerate it as well throughout the sports channel's coverage of the FA Cup thanks to a new sponsorship deal between Sega and BSkyB.

There's no danger of the competition changing its name to the Sega Cup or anything like that, but at least we get the opportunity to print this rather chronic picture of Sonic holding the FA Cup to commemorate the latest leg in Sega's campaign to plaster its monicker all over our national game. Come to think of it, maybe Sonic should have a crack at a place in the England squad – if the picture's anything to go by, he seems to have more ball control than even John Barnes!

THAT'S THE BEST THING I'VE HAD SERVED TO ME ALL WEEK

Being an international tennis star is all about playing tennis, but when you're not volleying your way to victory around the globe, there are licensing opportunities to be taken care of. Last year's Wimbledon champion (and housewife's choice) Andre Agassi knows this only too well. Having "starred" in a sad advert for Nescafe, he's now lending his name to a new tennis game from Tecmagik.

Andre Agassi's Tennis is nearing completion on Master System and Megadrive formats, and features all the usual gubbins associated with the genre. There's even a novel 'Skins' feature where players compete for cash prizes and the stake doubles each time the ball is returned. Aspiring Andre's will get to take on eight computer-controlled opponents and listen to the dulcet tones of the umpire, whose sampled voice calls every shot. The game's due for release around May/June – conveniently enough, just when Wimbledon fortnight is due to roll around again. Strawberries, anyone?

SHORTSTOPS . . . . . .

◆ Those of you anxiously awaiting **Ocean France's** much-vaunted Sonic-beater **Mr Nutz** will no doubt be interested to hear that the game has already scooped up a number of awards in its native country – which is fairly impressive considering that the game hasn't even been released yet. It won't be long now, we're assured...

◆ **Mirage** is releasing a data disk for its Lemmings-like title **The Humans**. **The Jurassic Levels** are a whole new set of worlds bought either as an add-on module or stand-alone game for £19.99 and £29.99 respectively...

◆ Amiga, PC and ST owners should also have cause for jumping for joy now that **Ocean** has signed up a sizable slice of **Electronic Arts'** back catalogue for its **Hit Squad** budget label. Titles like **Populous, Budakan, The Immortal and 688 Attack Sub** should be on the streets soon for £7.99 apiece, with more to follow...

◆ Still with **EA**, further delays in the development of the Amiga version of **Desert Strike** mean that the game isn't likely to appear until early May...

◆ For football fans who own a Megadrive or SNES, there's a double treat coming your way this Spring. The console versions of both **Sensible Soccer** and **Striker**, two of the best football games on Amiga and ST, are being translated by original creators **Sensible Software** and **Rage** as we speak, and they're coming along very nicely indeed. More next month...

◆ Two more titles soon to be available on import for **Sega's** Mega CD system are **Chuck Rock** and **Hook**, the latter apparently featuring clips and dialogue taken directly from the film. Reviews of both soon...

'ZONE DROPS IN ON SNES

Already a hit on NES and GameBoy, Archer Maclean's classic Defender-type blast Dropzone is soon to arrive on Super NES, subject to the Japanese giant's final approval of the game.

The project is being handled by a third-party developer while Archer himself wrestles with the thorny problem of getting fast-moving polygons working on Megadrive and SNES for his Snooker and Pool conversions. There's also a possibility of a Megadrive version of Dropzone, although nothing is in production as yet. Super Dropzone (working title) is still in the early stages of development, and there are still a lot of hurdles to clear before it can be released, but we'll be bringing you a detailed look-see at how the game is shaping up in next month's CVG. Stay tuned...

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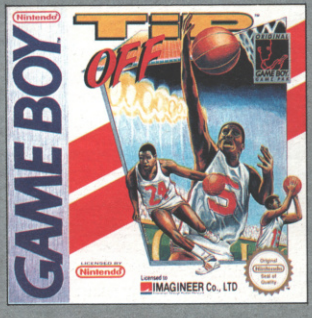

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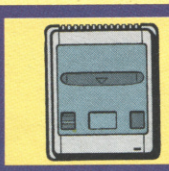
CVG REVIEW

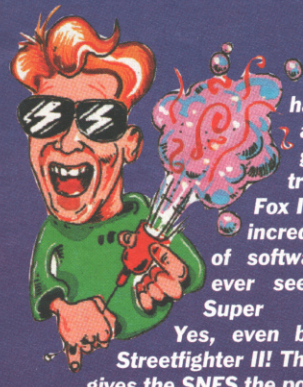
SNES

ARCADE

BY NINTENDO
£64.99



Bloody Venom Empire. The whole galaxy knows it's got the most destructive fleet of space cruisers in the cosmos, and nobody in their right mind is going to take it on. But Venom decides to make its way toward the lowly little planet of Corneria to kick seven kinds of faecal material out of it. However, Corneria has its own form of defence. The Arwing is THE most incredible craft ever, and the only four in existence are piloted by the four most competent flyers on Corneria. Led by Fox McCloud, the quartet haven't got time to waste; they've got to get out there and do some serious damage, before Venom does likewise.



Everything you may have heard about this game is true – Star Fox IS the most incredible piece of software you've ever seen on the Super Nintendo! Yes, even better than Streetfighter II! The SFX chip gives the SNES the power to turn in a polygon-based epic that an arcade machine would have a hard time competing with. The game itself is a blast, full of all those features people have been gagging for in a game such as this for eons, such as interaction with other characters, battlecruiser strafing Star Wars-style and other such delights! Star Fox's soundtracks are perfectly suited to the game, being slow and moody when building up to the start of a level, and action-packed and racy once you're in the thick of it. It may cost sixty-five quid, but Star Fox is worth it; you couldn't want for anything more than what it offers.

PAUL RAND

CHIPS WITH EVERYTHING

So how on earth does the Super Nintendo create such a stunning three-dimensional universe when it's widely known that the machine is simply not capable of running fast polygons? It's all down to the fabled, and much vaunted, SFX chip! Created by 3D specialist Jez San, whose company Argonaut Software produced the ground-breaking polygon blasters Starglider I and II and the not-desperately good flight sim Birds Of Prey, the SFX allows for mega-speedy manipulation of those shapes we know and love. As you can imagine, neither Mr San nor Nintendo are giving the game away on how the chip works, or when the next cart to utilise SFX will be released. But as soon as we know, so will you!

Go on, try the hard level – if you dare!

STAR FOX

An unlikely team of heroes!

FROM A TO B AIN'T A CUP OF TEA

Getting to Venom isn't as easy as jumping onto a number 73 space shuttle and handing over enough credits to cover zones one to four. The player can choose from three different routes, each one more treacherous than the last. Fight your way through cityscapes, massive meteorite storms, the innards of hulking great spaceships and even the surface of a huge meteor, while at the same time tackling the untold amounts of enemy craft which won't let up until you've completed your mission!

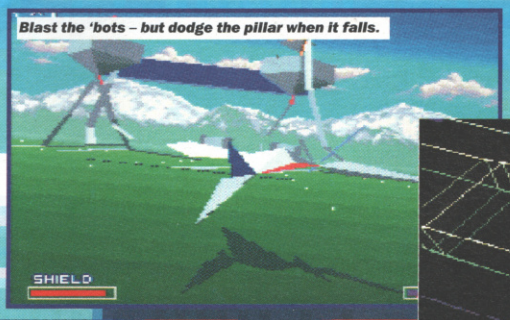
This isn't the time to play Follow My Leader!

That's too close for comfort!

FOX-FIGHTING

Obviously, the key to survival in Star Fox is the simple matter of 'kill them before they kill you'. Or is it? Not when you've got to blaze a trail through the many maze-like structures that have been positioned between yourself and victory! As well as enormous buildings which, without any thought for possible air-to-air dogfighting, have been constructed with barely the space of a single hair between them, there are also swarms of space rock to negotiate and, on the more difficult routes, gigantic yet unexplainable constructions, simply hovering in the vastness of the galaxy. There's also those annoying baddies to take on too, but luckily the majority of these can be taken out with a single blast of your high-powered photon cannons.

The training mode has you flying through rings to perfect your skills.



Blast the 'bots – but dodge the pillar when it falls.

Very swish!

THEY'RE BAD!

Venom's forces are many and varied, based on land, in the air and, of course, in space. From helicopter-like craft and futuristic battle-tanks to monolithic, Star Wars ST-AT Walker-like constructions, to highly manoeuvrable space fighters and heavily armed military satellites. Most of these enemies can be turned into atoms with one well-placed shot, but all the time they're blasting hell out of you and your buddies, so don't forget to keep a watchful eye on the screen for incoming blasts.

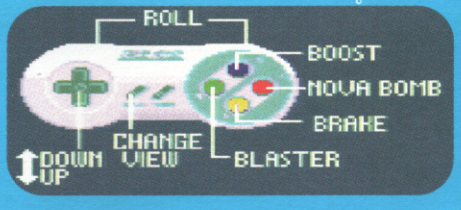
The puff of smoke indicates that you're not very good and are about to crash.

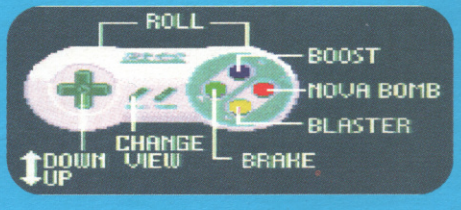
You'll need it!

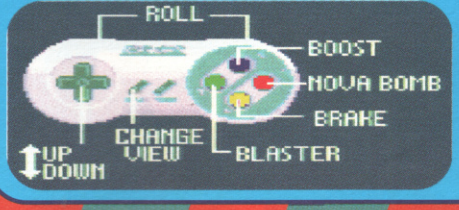
Let's rock!

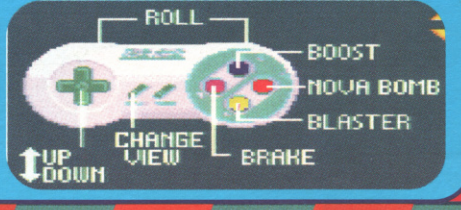
CONTROL YOUR DESTINY

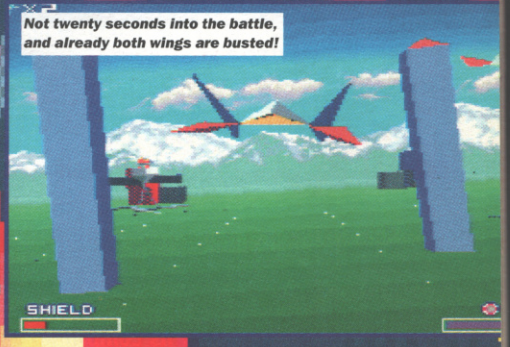
To assist those players new to 3D space battling, there are a number of control options to suit most gamers. And guess what? Here's the complete lowdown on just what those options are!



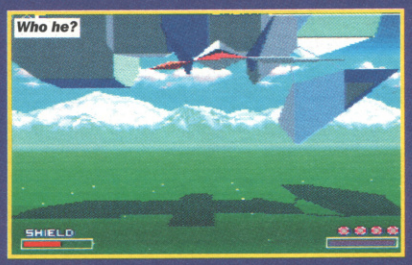


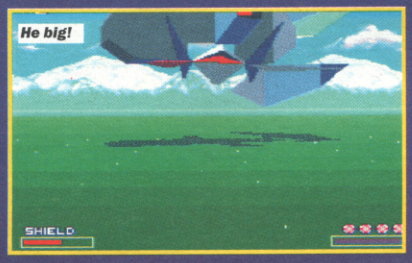


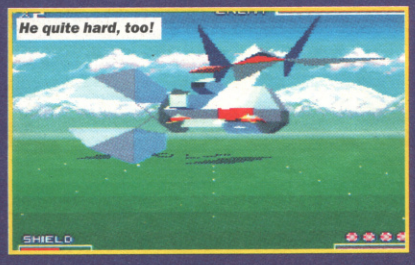




Not twenty seconds into the battle, and already both wings are busted!







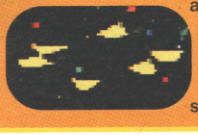
This is the space shoot 'em up everyone's been dying to play! The super-fast polygons are absolutely stunning, and the ship moves with such realism that you'll flinch in your seat whenever you collide with an object or scrape your wings on the side of an obstacle and watch bits fly off your ship! You're never alone in Star Fox, and your band of trusty star pilots will call out to you across space, appealing for help in blasting bogeys off their tails. You can see smaller craft just as well as the huge star cruisers thanks to the SFX chip and its wondrous graphic handling capabilities, and there's none of that 'blink and you'll miss it' rubbish that plagues most intricate first-person perspective blasters. Another triumph for Nintendo over its competitors Star Fox is a cart you can't do without!

STEVE KEEN

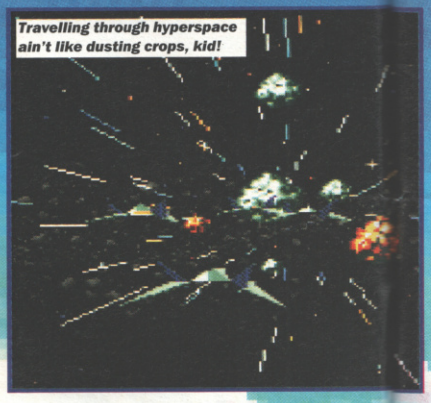
HIGH ENERGY

Getting hit by enemy fire or, if you're like sad Paul Anglin, flying into Venom spaceships puts a strain on the hull of your craft, so much so that you'll lose energy each time you come into direct contact with a nasty. Get hit too many times and you'll crash and burn, losing one of your three lives in the process – and with only one continue to rely upon, you could be looking well sick if you're a bit of an unfortunate case when it comes to alien fleet destruction. Luckily though, there are, scattered throughout the cosmos, energy recharge points.

SMALL ENERGY: Shoot through the middle to add a little extra power to your shields.



BIG ENERGY: Fly through these babies and you'll receive up to half your maximum quota of shield power.



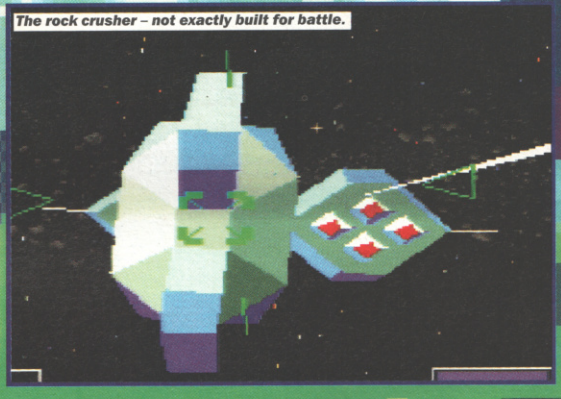
Travelling through hyperspace ain't like dusting crops, kid!

Okay, there's no need to show off.

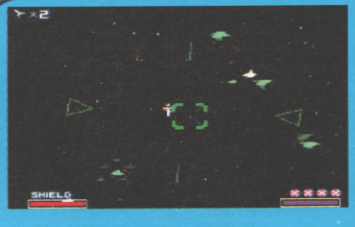
Crumbs!

BIG BOSS MEN

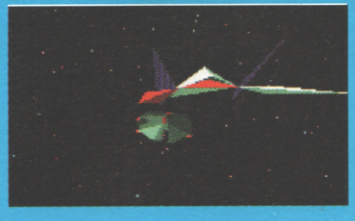
Thought you'd seen it all when it comes to end-level guardians? Think again! The big bosses in Star Fox are some of the biggest, most graphically amazing and most deadly you'll ever come across in video game land! Armed to the teeth, the majority of them have a number of weakspots which you must blast at to strip away the layers of armour before you get a crack at the dangerous enemy inside – and if you've got him that angry, you can imagine the amount of firepower he's going to hurl your way before he finally gives in, allowing you to continue to the next, more dangerous stage.



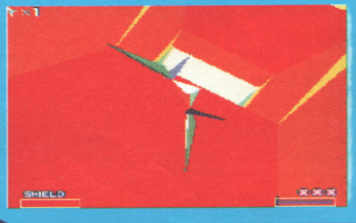
The rock crusher – not exactly built for battle.



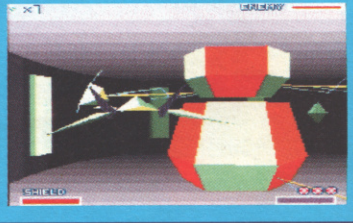
What's that in the distance?



Can't make it out for sure...



Mummy! Mummy! I feel air-sick!



Blimey! The main power generator! I've got to shoot those electrical shields first!

HERE'S THE BOYS!

Fox McCloud isn't the only pilot out there fighting for truth, justice and the interplanetary way! Our hero has dragged a trio of top pilots along for the ride, each of whom has his own characteristics. Rest assured that, if you get into difficulty, the boys will do their damndest to save your skin, but they'll expect similar assistance from you! The pilots are:

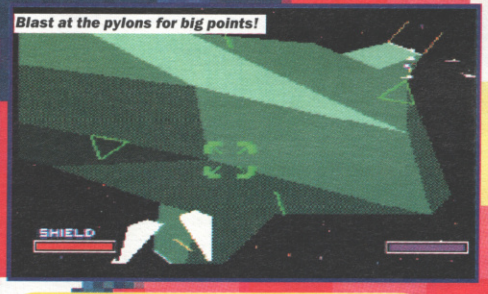
Slippy: Not only does he hate the one about the wide-mouthed frog (for obvious reasons) he also tends to get into the most bother out of the three. Mind you, he's also the one who'll give you most help.

Peppy: The wise old veteran of the group, Peppy looks down at the current crop of young flyboys. He'll keep out of the action as often as he can, which is probably why he's been around for so long.

Falco: When it comes to gung-ho dogfighting, only McCloud can match the dazzling skills of Falco, the pilot currently regarded as the finest in the galaxy. Don't bank on Falco constantly coming to your assistance, though – he has a worrying tendency to do his own thing.

FLASH! AH-AHHH!

Along with your laser cannon (which can be powered up to twice its normal capacity), your Arwing fighter is armed with devastating Flash Bombs, which not only flash (although they perform that action very well), but also destroy most enemies within its radius. There isn't an unlimited supply of bombs, however; you begin the game with three and, if you're very lucky, may be able to get your hands on one or two more throughout your travels.



Blast at the pylons for big points!

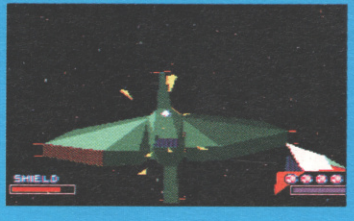
It may look quiet now...

But things tend to get hairy atop the meteor!

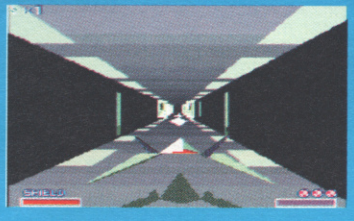
CONVERTER CONUNDRUM

Because the Star Fox cart is constructed differently to a normal SNES game, thanks to the all-new SFX chip, your bog-standard converter isn't going to let you play the game. Check with your local supplier for a converter which works. And if he doesn't know whether the ones he's got are the correct ones, or if he stands there, humming and haahing and generally trying to slaver his way into your wallet, don't even think about parting with your dosh.

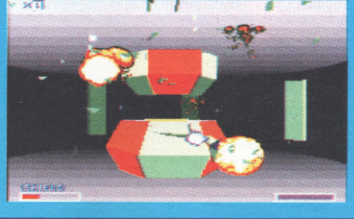
Don't gloat – there's far more to come!



What a stroke of luck! It's the command battle-cruiser! Let's go in!



This is strangely quiet.

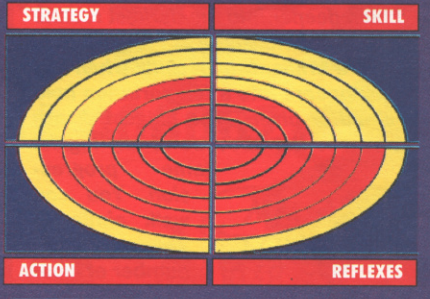


Then I've got to blast the core – bingo! Time to get out of here!

Phew! Just made it!

Star Fox is the BUSINESS, with graphics so amazingly excellent that they wouldn't look out of place in an arcade. Have you seen Namco's amazing coin-op, Starblade? This is almost as good, no kidding. An incredible amount of varied shoot' em up action has been packed into the cart, so much so that I'd say this is the best arcade game currently available on SNES – if not the best game full stop. And it's going to take some beating! It's not often that I enthuse this much over a game, but Star Fox really does deserve it. Did I mention the incredible atmosphere generated by the awesome pounding music and sound effects? No? Oh, I'd better do that as well then. What else can I say? Brilliant brilliant brilliant times infinity. If you don't have to buy a new pair of trousers after playing this game, I'll eat mine.

GARTH SUMPTER



GRAPHICS	%	96
SOUND	%	95
GAMEPLAY	%	97
VALUE	%	95

CVG REVIEW

MEGADRIVE

PLATFORM

BY SEGA
£39.99

CHAKAN
THE FOREVER MAN

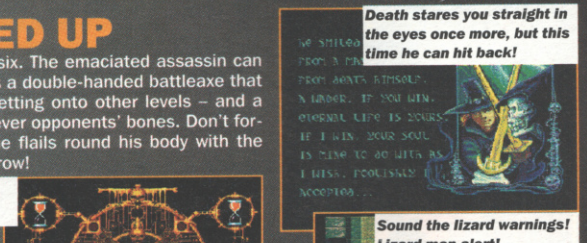
In life, Chakan was a mighty warrior who roamed the Earth taking on all comers – a kind of slimmed-down version of Rab C Nesbitt on steroids! The sword-wielding hero got so good at killing he was approached by Death himself with an offer the scoundrel couldn't refuse; to take on the Prince Of Darkness in single combat for the prize of immortality! The two fought for hours before Chakan struck the finishing blow and defeated Satan. Although Chakan won his prize, there was a twist – and now he's doomed to wander the Earth forever, battling demons in a never-ending blood fest. Well, someone's got to do it!

It's hard to categorise Chakan. On the one hand it can be incredibly frustrating to play. On the other it's a delight as you get drawn deeper into the darkest realms of Chakan's world.Some of the graphical effects are brilliant, especially when our man disappears into a teleportation hole in a cloud of pixels. The biggest disappointment is the absence of any logical game progression. You can walk aimlessly around any number of locations without a clue where to go to next. A game that's a little different to the norm, but Chakan won't be to everyone's taste.

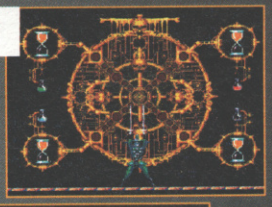
STEVE KEEN

GET TOOLED UP

Chakan is not short of the odd weapon or six. The emaciated assassin can carry all the armaments he collects; there's a double-handed battleaxe that can smash through walls – essential for getting onto other levels – and a scythe to rasp through spiders' webs and sever opponents' bones. Don't forget the dude's two swords either, which he flails round his body with the precision of an air traffic controller at Heathrow!



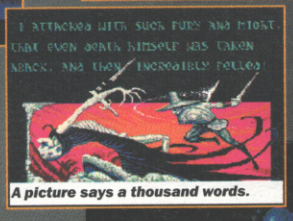
Death stares you straight in the eyes once more, but this time he can hit back!



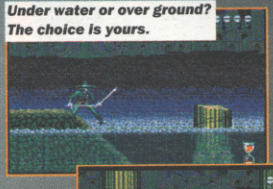
The beginning of your quest. The doors are worlds apart.

With Satan beaten, our man Chakan is ready to take on the world.

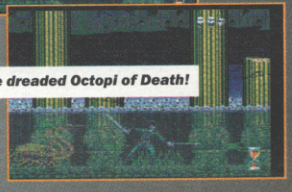
Sound the lizard warnings! Lizard man alert!



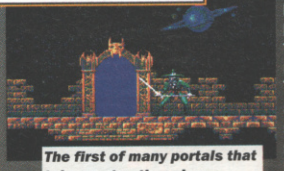
A picture says a thousand words.



Under water or over ground? The choice is yours.



Meet the dreaded Octopi of Death!



The first of many portals that take you to other planes.

ICI, EAT YOUR HEART OUT!

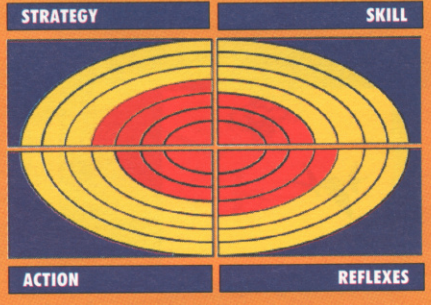
Not content with having more blades than a family Swiss army penknife, Chakan can extend his arsenal and improve their effects by collecting potions found at the brink of precipices and on ledges. There are four types, representing the elements Air, Fire, Water and Earth. These can be mixed using the ancient skills of alchemy to produce startling results. Flaming swords that shoot balls of fire, blue lightning bolts and other such spooky specials as Super Jump and Teleportation are all hidden within the vial's contents.

SOUL TO SOUL

The souls Chakan must collect come in all shapes and sizes, from the smallest wisps of shady ghosts to fully-fledged demons and lizard men. All disappear in a puff of smoke when killed, as their mortal forms are dragged back up to the heavens. Our hero can really find himself in the thick of it sometimes, but by pressing twice on the Jump button he turns into a whirling ball of dicing swords and destruction!

Just a sample of the many dastardly traps.

GRAPHICS	%	87
SOUND	%	88
GAMEPLAY	%	79
VALUE	%	80



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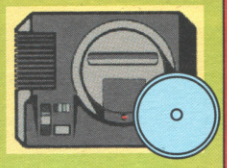
CVG 3 PAGE REVIEW

MEGA CD

ARCADE

BY SEGA
£40-£50



Commissioner Stenchler, sitting all the way up there in Solar City, has assigned you to Sewer cleaning duties and paired you with the most obnoxious co-pilot ever – Ghost! All his previous pilots have a history of early retirement. Now it's your turn. The sewers are getting more and more overrun with every passing moment, and the people in Solar City are getting worried. There have been reports of strange things going in the sewers lately. Ghost's buddy, Falco is reported to have been last seen around the notorious sector 19. Luckily, your Sewer Shark is no ordinary machine, having been heavily customised by the manic Ghost, making it almost as deadly as your partner. Time to jump the tubes, boy – there's work to be done!

It's apparent that Sega has put so much effort into making the full-motion video in Sewer Shark look the biz, it's left no space for anything else. Sewer Shark resembles that other reasonably sad effort, Thunderstorm FX. All you do is move the cursor left and right to shoot the Ratigators that look more like brown blobs. That's another thing - the graphics are supposed to be incredible, but they just look so dodgy and fragmented that you can often get really annoyed with them. The live action scenes, as excellent as they may be, go no way to saving a game that is already a seriously long way down Skid Row. At the end of the day, Sewer Shark is not the miracle we were hoping for. In fact, it's not even the decent Mega CD game we were hoping for. This one's best left to the sewers until programmers realise just what this machine can do.

PAUL ANGLIN

Sewer Shark

Meet your co-pilot.

Listen up DogMeat.

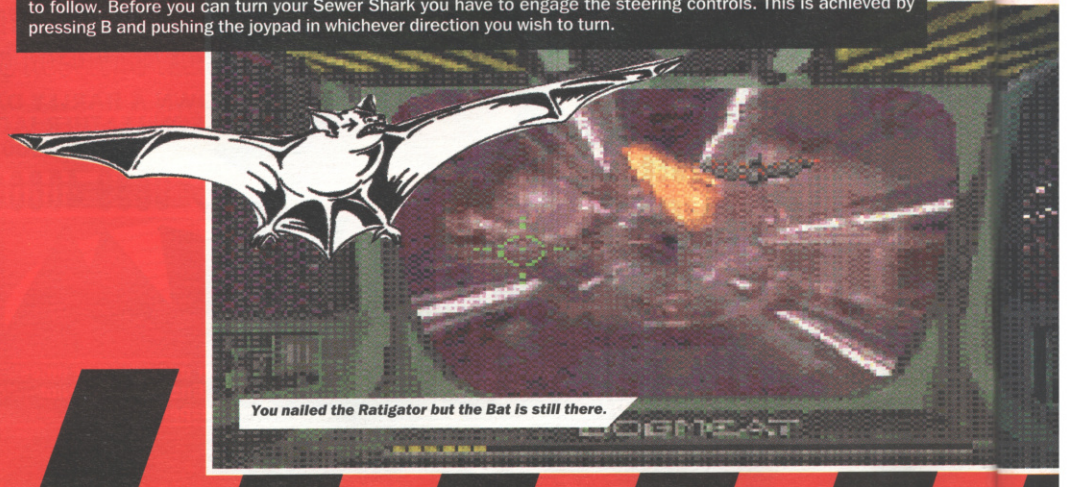
One of the many Ratigators.

WHAT'S THE CHARGE?

With the sewers so full of nasties of all shapes and descriptions, you can expect your Sewer Shark to take a bit of a battering. There are no energy pick-ups anywhere in the sewers. The only way to power up your Sewer Shark is by using the recharge stations that are scattered around the Labyrinth of tubes. When a recharge station is approaching, Ghost will tell you to look out for it. Just before you reach it, two Active Charge lights at the top of the tunnel will indicate which tube is active for recharge purposes (red signals mean inactive and green signals are active). If you go down the red tube you won't crash, it just means that the Sewer Shark won't recharge.

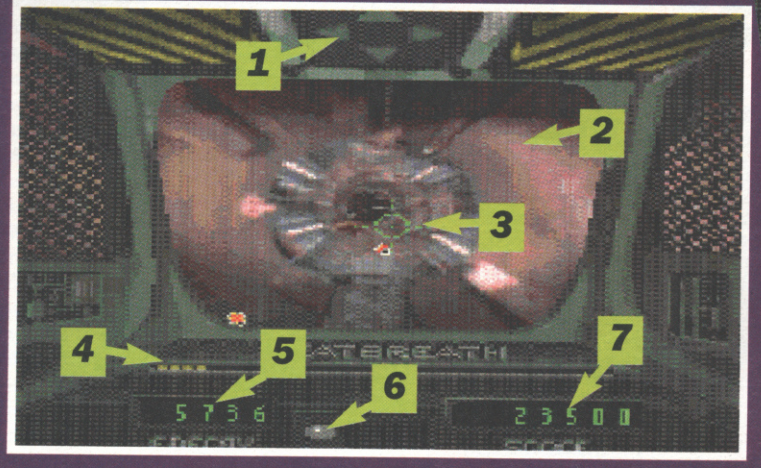
TURN AND BURN

Although Catfish will give you directions, you will have to make the turns to get the Sewer Shark on the right track. Once you have been given your co-ordinates, the Shark will shoot down the myriad of tunnels at break-neck speed so it's important to remember the directions. The maze of tunnels also comes complete with huge doors that Catfish will open for you, but once you're off target you can't be sure that you won't crunch into one. If you do, at the speed that you're travelling the last thing that'll go through your mind is your ass. All these tubes will appear on your Tube Jump Indicator, but you should only take the ones that you have been instructed to follow. Before you can turn your Sewer Shark you have to engage the steering controls. This is achieved by pressing B and pushing the joypad in whichever direction you wish to turn.



You nailed the Ratigator but the Bat is still there.

HEADS UP



1 Tube Jump Indicator
As you approach any tube the arrows light up in relation to which direction the tube branches off in. DO NOT take a tube unless you have been told to do so in your jump data.

2 Display
This is where all the action takes place.

3 Targeting Crosshair
The Crosshair is the sight for your Gatling Gun.

4 Hydrogen Indicator
The deeper you go into the sewers the higher the Hydrogen level outside the Hawg will be. When the indicator reaches red, you have to find a flare to ignite the Hydrogen.

5 Energy Indicator
This displays your current energy level.

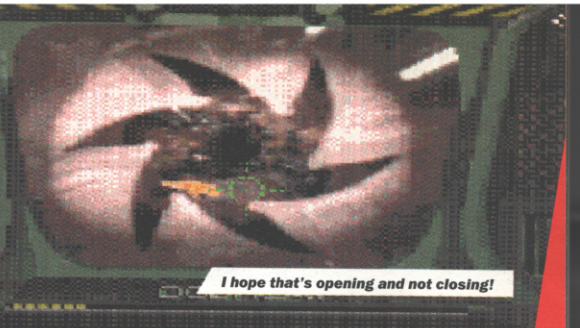
6 Com Line Signal
This will flash when you have a message. The screen will automatically switch to the Monitor.

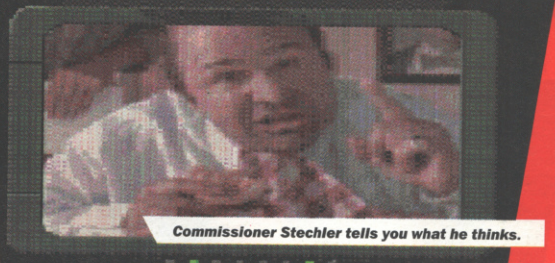
7 Score Indicator
This is where you can see how many pounds worth of Sewer Rats you've wiped out.

GONE FISHING

There are far too many intersecting tunnels and tubes down in the sewers for Ghost to be able to keep track of. so you have a second pair of eyes and ears, in the form of Catfish. The drone flies in front of you and gives you jump data which lets you know which tunnels to take. Your co-ordinates are given using clockface positions; twelve (up), three (right), six (down) and nine (left). And the poor thing gets no time for R 'n' R – Catfish is also responsible for opening all the sewer gates to allow you through. If you go off course, Catfish will try to get you back on track - if he can!

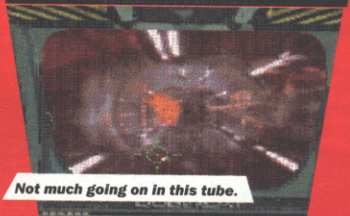
The Sewer Shark means business.


I hope that's opening and not closing!


Commissioner Stechler tells you what he thinks.

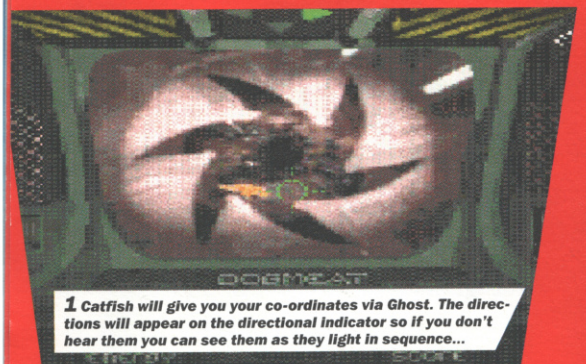
Anything could be behind those doors.

Stenchler and his lovely secretary.

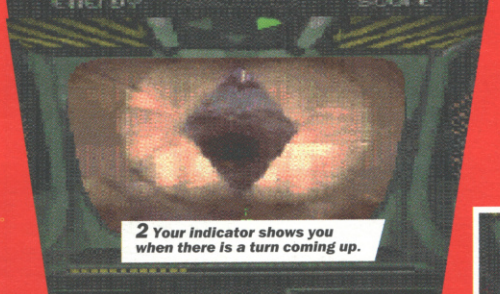

Not much going on in this tube.

It's that fat get Stenchler again.

CVG 3 PAGE REVIEW



1 Catfish will give you your co-ordinates via Ghost. The directions will appear on the directional indicator so if you don't hear them you can see them as they light in sequence...



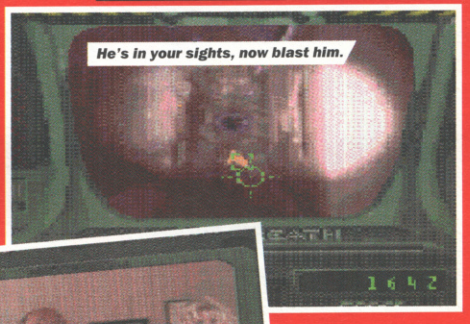
2 Your indicator shows you when there is a turn coming up.

3 Once you see that a turn is coming up that'll keep you on course then you must turn by pressing the joypad in the requisite direction and then press the B button.

4 Turn successful. Hurrah!

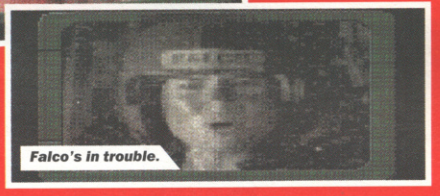
CUT! AND ACTION!

One of the major selling points of Sewer Shark is the inclusion of loads of cut scenes featuring-full motion video sequences. These pop up very frequently in Sewer Shark to tell you the storyline and inform you of your progress (although the best of the lot is definitely the intro). The various characters all have different personalities and you'll have to learn who you can and can't trust before you make it to Solar City. Commissioner Stenchler shouldn't be trusted any further than he can be thrown (and he's a fat get so you can't throw him very far at all). But Catfish and Falco provide vital information that you'll need to make it to the scared place. Good luck and choose wisely.



He's in your sights, now blast him.

The perfect pair get out for a bit of sunshine in Solar City.



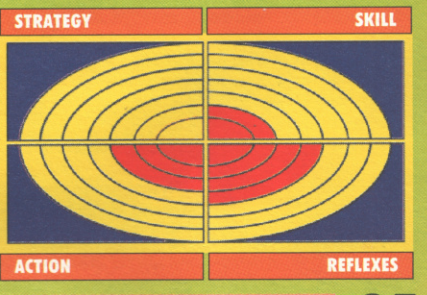
Falco's in trouble.

GETTING RATTY

These sewers are absolutely crawling with mutations of all kinds. Bats are the most common and are very difficult to kill as they are fast and furious. Fortunately they cause you no harm if you miss them. Ratigators are just what you would imagine - a mutation of a sewer rat and an Alligator. These are slightly easier to hit, and again they will cause you no harm if you miss them. The Scorpions are really nasty. They will attack the Hole Hawg on sight and if you don't kill them, they hang on to the side of the Sewer Shark draining your energy. Moles were originally used by the department to clean the sewers but now they've been reprogrammed by Stenchler to attack you. They attack all Sewer Sharks and, with their fearsome array of weapons, you'd better be on your toes. Zerks are the most dangerous of all sewer inhabitants. They feed on the hydrogen and power from the recharge stations. Contacts with Zerks usually result in a nice Cranial Lobotomy! Recently there have been reports of a "Crazy Looking Thing" deep in the sewers. There's been no contact with it yet, but all the signs are that it could be friendly. But until you know for sure, be careful!

Don't pay too much attention to sad Anglin. He's just upset because he can't get past level two and make it all the way to Solar City like the rest of us! Sewer Shark's graphics will blow the nappies off all Mega CD virgins and the speech alone will keep you playing until the end. There really isn't much to the gameplay, but just what do you expect to be able to do with existing CD technology – control an entire film? Sewer Shark is hardly original, but stunning to look at and above all, pretty good fun to play. The acting from the characters is fairly plausible, which is perfect for this type of adventure; the constant goading and encouragement dished out by your co-pilot really adds to the excitement of it all. Is it worth the money? Well I doubt it, but it's one of the the better games available at the moment on CD and I think you'll have to wait some time before a more in-depth CD blaster turns up. Remember, Operation Wolf was little more that a point and shoot game without the benefit of Full Motion Video and that was huge! A game that'll certainly impress your friends.

PAUL RAND



GRAPHICS	%	95
SOUND	%	94
GAMEPLAY	%	48
VALUE	%	32

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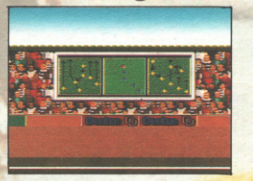

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WORLD CLASS RUGBY

FEATURE

PC EN
THE ONE THAT G

One Christmas Day many years ago, young PAUL ANGLIN found a PC Engine nestling in his Christmas stocking. Since then, the lad has been a devoted Engineer and, with loads of new machines on the horizon and CD drives here, there and everywhere, the CVG tyke takes a look at the one that got left behind and finds out just what it has to offer.

HOUSE TRAINED

Way back in August '88, the PC Engine arrived on the home entertainment scene. Although only an eight-bit machine this five-inch white wonder took the console market by storm, making the already incredibly popular Megadrive look a little uneasy on its lofty perch. The little machine went on to sell bucketloads and was destined for stardom – in Japan anyway!

Shortly afterwards, the PC Engine was released in America and, although it had a large impact on the market, it didn't go on to anything like the success of its Far Eastern counterpart. This was mainly attributed to the fact that Nintendo's NES already had far too firm a foothold in the market to be even nudged out of place. By late 1990, the PC Engine had become quite a popular piece of kit in the UK. Although available only through importers (for a grand price of £175!) the machine made a regular appearance in CVG's console section, which was then entitled Mean Machines (ring any bells?)

The PC Engine was giving the Megadrive some serious stick for a number of reasons. Firstly, there was a stack more games out for the Engine with plenty of software houses developing games for the machine, and many others literally falling over themselves trying to get a developer's licence on both sides of the Pacific. By this time there was already a large amount of add-ons available for the Engine, including CD ROM. This was the first piece of CD games technology most of us Brits had seen, and it sent everyone absolutely completely gaga.

Then something terrible happened – the Megadrive was released officially in the UK and the Engine WASN'T! This was when things first started to go wrong for NEC's little wonder. The Megadrive was already in High Street shops and selling like hotcakes, despite it's rather hefty price tag of £199.99! Then came the news that we had all been waiting for – the PC Engine WOULD be officially released. We all got very excited, everyone's palms got very sweaty and then suddenly, for no given reason NEC decided against the idea. What followed was countless release dates that always came to nothing, and ultimately all us Brits are still sitting here Engineless. Gumph!

BUNNY EYES

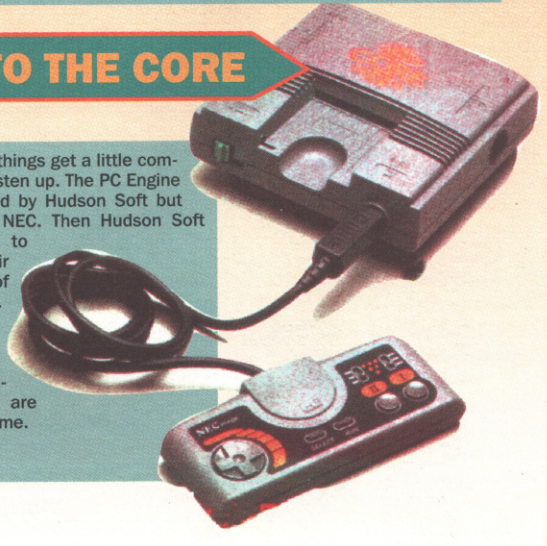
The original PC Engine was first released in Japan around August of '88. At the time it was one of the most widely supported machines around, even though it was by far technically inferior to it's biggest rival, the Megadrive. The PC Engine has come a long way since then, with a massive amount of software support – but unfortunately, only in Japan and the US. The PC Engine has often been referred to as THE machine for shoot 'em ups, and with flawless copies of such titles as R-Type, Side Arms, Nemesis, Salamander, Twin Cobra and loads of others, you can hardly argue.

TECH SPEC

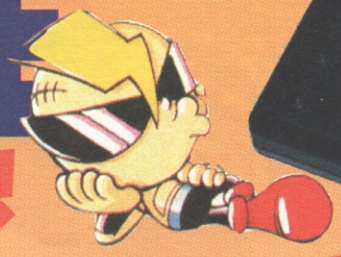
Graphics: 16 colours on-screen from a palette of 512. The machine can handle up to 64 sprites simultaneously. **Sound:** The PC Engine has an excellent six-channel stereo sound chip from which the best results are achieved by hooking the machine up to an AV booster. **Processor:** At the heart of the machine is a custom 6502 LSI that runs at around 7.2 Mhz. **Peripherals:** Absolutely loads. Turbo joypads, AV Boosters, standard joysticks, five player multitaps, CD ROM, graphics pads, battery packed RAM (lets you save game positions) Karaoke – and there's more.

BAD TO THE CORE

This is where things get a little complicated, so listen up. The PC Engine was developed by Hudson Soft but marketed by NEC. Then Hudson Soft decided to release their own version of the machine. The only difference is that theirs is black. Technically, they are exactly the same.



IGINE
T GOT AWAY!



SHUTT IT!

Sega picked up on this idea with the Master System II – changing the look of the machine as a gimmick to sell more units! The PC Engine Shuttle is again from Hudson Soft, and is technically the same as the previous two.

HURRAH! WHAT SUPER GRAFX

Hurrah! the first real advancement – well, sort of! The SG (Super Grafx) is a slightly upgraded version of the original machine, which originally appeared in Japan in late '89. The Super Grafix failed to take off due to it being far too similar to the original. True, there was a slightly upgraded processor in there and more fancy things were possible, but software support just didn't materialise in a big way and the machine only barely made it to the States. The most attractive feature of the SG was the Power Console – a huge joystick add-on, similar to the one on the Star Wars coin-op! Also attached to the Power Console was a yoke with top-mounted buttons, a gear stick/throttle, LCD clock timer, LED radar display and a numeric keyboard! Even with all these extra features, it unfortunenately never saw the light of day.

TECH SPEC

Processor: 6502 LSI +
Colours: 512
Resolution: 256x216
Sprites: 128 on-screen simultaneously.
Sound: Six channel stereo.
RAM: 128k with 32k video RAM.
Peripherals: The Power Console.

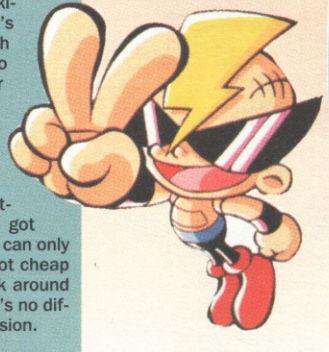
COME AND SIT ON MY LAP

ENGINES ON THE MOVE

GT TIPS?

When it was on the drawing board the PC Engine GT was fighting it out with Sega's still under-construction hand-held, the Microdrive (this was later to become the Game Gear). But when it finally emerged it blew the pants off everything available. The GT had the instant advantage of being compatible with every available PC Engine cartridge. The machine measures 180mm x 100mm x 45mm and has a colour LCD screen three inches square. Technically, the GT IS a PC Engine squeezed into a smaller box. It has all the features you would expect from a hand-held, ComLink; a port for headphones and a TV Tuner. Unfortunately, because the only versions of the machine are American and Japanese you'll only be able to use the latter in those countries! The battery life is a rather sad three hours, but the GT has a mains port. It's available from most importers costing anything from £175 to £220!

This is probably the swankiest bit of kit yet! It's basically a PC Engine with a flip-top lid, and built into that lid is a little monitor five inches square, which provides perfect portable use – almost. The problem is that the machine only takes a power supply and not batteries, so unless you've got one helluva long lead you can only use it in the home. It's not cheap – the LT will set you back around £500! – and technically it's no different to the standard version.



FEATURE

COMPACT ENGINES

TWO BY TWO

The latest advancement in PC Engine-based CD technology is the Turbo Duo. Housed in a stylish charcoal case with black buttons and slick lines, lurking beneath the Duo's lid are a PC Engine and CD drive, but what makes the machine so special is its CD ROM2 disc management system (there's no external system card – that's been built into the machine), which allows some of the fastest disc access times yet seen. Unlike other machines which make you wait ages while the next segment of data loads, the Duo offers virtually instant play from any section of the disc, and of course in true Engine style all existing card and CD games are totally compatible with the machine. More CD titles are currently being developed using the machine's new advantages. The Duo is available from most mail order companies at the grand price of £350 – but think about it; for that you get a PC Engine, a CD ROM, a brand new system card AND £100 of software!

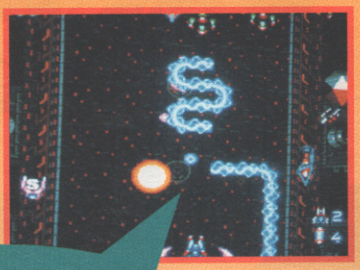
The most impressive feature of the PC Engine is its superb CD capabilities. Released about one year after the Engine, the CD ROM drive bolted onto the side of the machine via an interface unit. The drive was built with expansion in mind; insert a system card into the PC Engine and that drives the CD. This way, the machine is simple to upgrade – it's just a case of making a new system card for it. This advantage was exploited to it's full numerous times by NEC, to bring the CD ROM kicking and screaming into the realms of current CD technology.

THE TWO ROMS

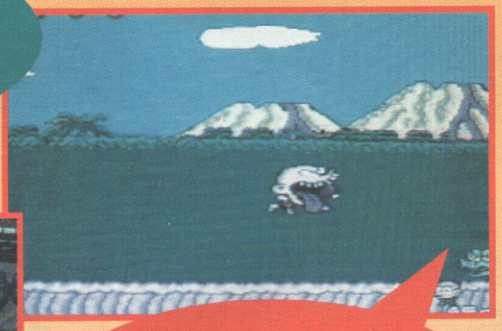
THE GAMES

CARD SOFTWARE

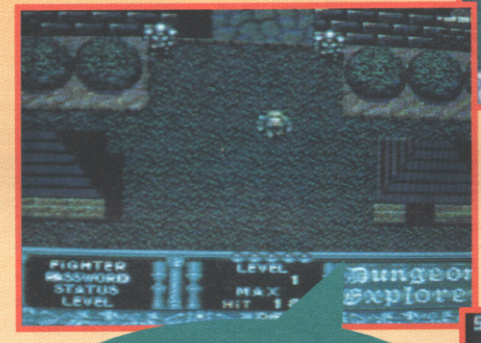
There are far too many games to list here, but here's five of the all-time greats.



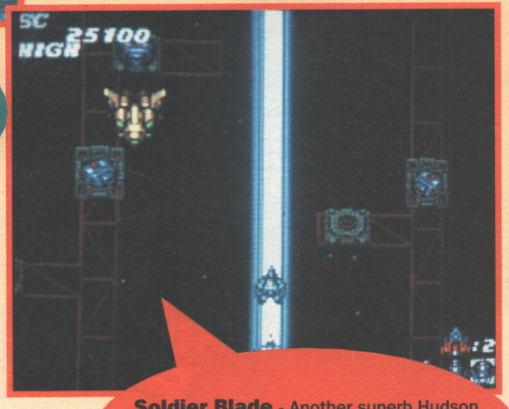
Gunhed - Quite possibly the finest blaster ever. Fly through horizontally-scrolling space levels, laying waste to everything. Unparalleled gameplay and some of the clearest speech you'll ever hear. **94%**



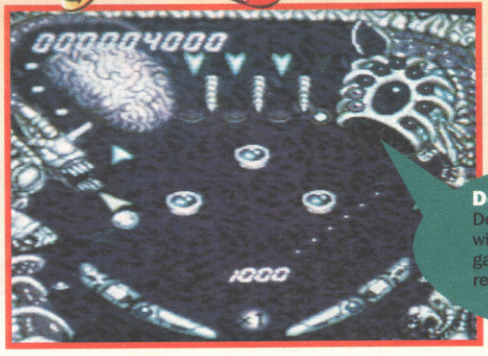
PC Kid - Every console has it's hero and PC Kid is the Engine's. Guide the slap head Kid around prehistoric landscapes nutting dinosaurs to rescue your fair princess. One of the best and most original platformers to date. **93%**



Dungeon Explorer - Up to five players can take part in this Gauntlet-esque adventure. Dungeon Explorer mixes arcade adventure with some truly original puzzle ideas. Excellent! **92%**



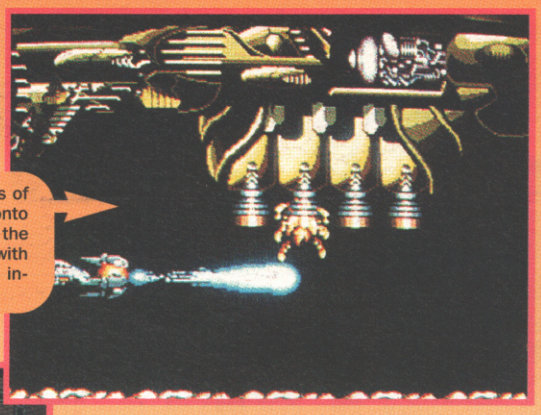
Soldier Blade - Another superb Hudson Soft shooter. Gameplay is very much in the Gunhed mould with a few new touches and even harder gameplay. **94%**



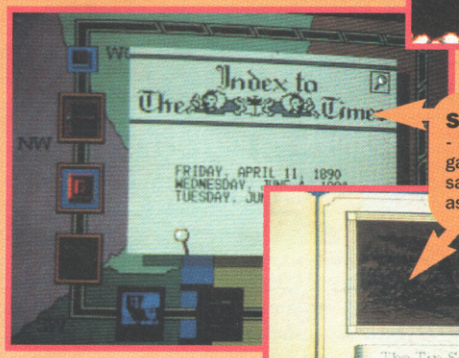
Devil Crash - This is THE pinball sim. Devil Crash combines excellent graphics with superb sound and truly stunning gameplay, to deliver one of the most realistic pinball sims ever created. **94%**

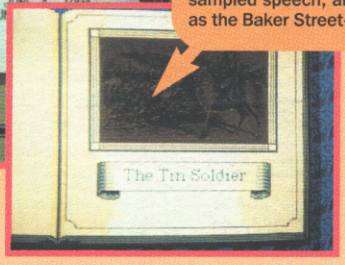
CD SOFTWARE

The CD games library is huge and getting bigger. Here's five of the better titles.



R-Type Complete CD - All eight levels of Irem's classic blast recreated perfectly onto CD. The gameplay has been left alone, but the music has been dramatically improved with stunning cartoon intros and cut scenes in-between levels. **94%**

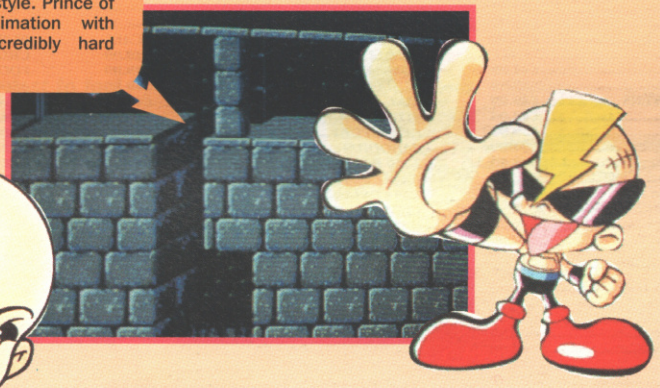


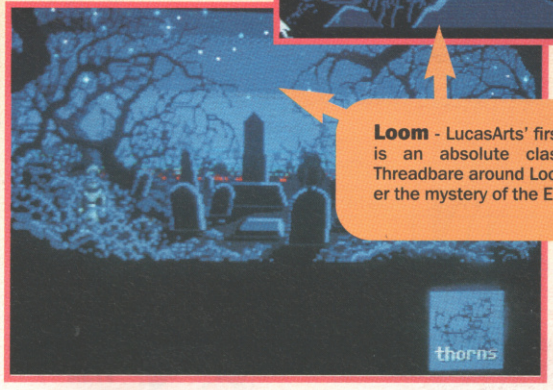


Sherlock Holmes Consulting Detective - Now this is what CD games are all about. The game features loads of digitised live action with sampled speech, and three tough cases to solve as the Baker Street-based detective. **93%**

THANKS...
to Advanced Console Entertainment (071 439 1185) for the loan of the games used in this feature.

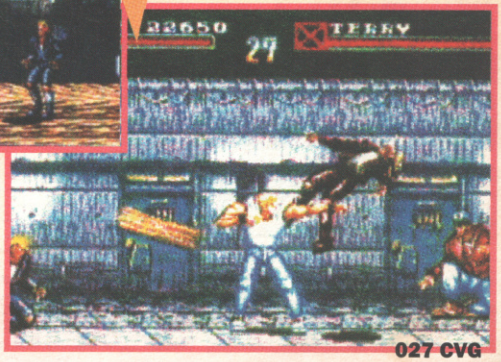
Prince Of Persia - The classic platform game comes to the CD in true style. Prince of Persia boasts excellent animation with immensely addictive and incredibly hard gameplay. **93%**





Loom - LucasArts' first CD ROM adventure is an absolute classic. Guide Bobbin Threadbare around Loom Island and discover the mystery of the Elders. **95%**

Riot City - The first CD based beat 'em up is very much in the style of Capcom's classic Final Fight. Riot City features excellent graphics with the exact essence of gameplay that made Final Fight such a hit. Get it now! **94%**



THANKS...
to Console Concepts (0782 712759) for the loan of the Turbo Due used in this feature.

SUMMARY

Well there you have it, the complete PC Engine family tree. The machine has become a real living legend in Japan and the US, and with a vast sea of add-ons and tons of superb games, the Engine is definitely the gamer's choice. So it's a little annoying that we've been denied that choice by NEC's rather strange marketing strategies, but who are we to question – we're only the gamesplayers! There's still stacks of stuff constantly appearing on the PC Engine (PC Kid 3 and Dungeon Explorer II spring instantly to mind) and with the Mega CD almost upon us NEC may be inspired to unleash the Turbo Duo on us Brits. We can only hope.

THE FUTURE

As far as the standard PC Engine is concerned, I think NEC have missed the boat. But if they were to release the Turbo Duo and the GT on these shores I think we could see a real battle ensue between NEC, Sega and Nintendo. Especially when you consider that PC Engine games are generally a damn sight cheaper than those for the SNES or Megadrive.

There's been talk of one major advancement in the PC Engine world, but that one is enough to count for several. The next machine currently being developed by Hudson Soft is a staggeringly powerful 32-bit PC Engine! Very little is known about this machine at the moment; the only indication of its capabilities I can give you is this: have a look at the excellence of Star Fox on the SNES, achieved by a lot of very hard programming and the capabilities of the SNES' new SFX chip. Star Fox will sell for around £70 because of the added chip. The 32-bit PC Engine will be able to do all the fancy things that Starfox can – as standard! This not only means that the machine is more powerful and there's more room for similar upgrades, but it also means that games will be cheaper. Hudson Soft is rumoured to have said that, if all goes well, it should be able to sell games at £25 a shout! And that could spark off one hell of a battle between the big boys. There's no rumour of price or even a possible date for the machine yet, but the signs are that it'll be worth the wait. Make sure you're there – we will be!

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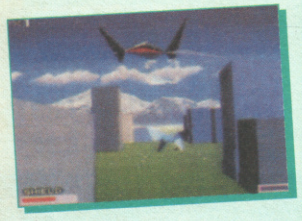

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CVG REVIEW

SNES

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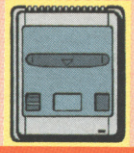


CHESTER CHEETAH
TOO COOL TO FOOL

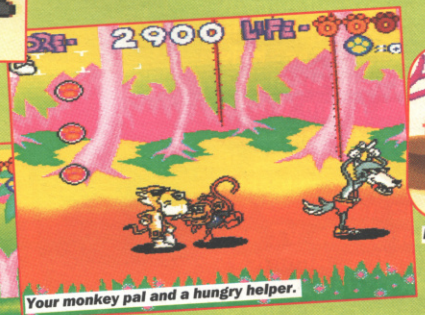
Chester Cheetah's the righteous kitty from the heart of the city, except this town's not too hip to the cat's ideas. Instead of living in a fully functioning penthouse pussy parlour, the poor feline's banged up in Four Corners Zoo. To make matters worse, the bogus zoo keeper Eugene has nabbed Chester's wheels, ripped his scooter to bits and hidden the parts around the enclosure. Mean Eugene's chosen the hiding places well, so you'll have to search high and low to rebuild the bike and make your escape. Chester's cool but the keeper's real mean, so he'll need just a little bit of help from his animal friends in order to make his great escape!

Come here and I'll box your ears.

CHESTER'S CHALLENGE

Yeah, you've gotta find the rad bike bits, but that's only half the problem! Every level takes place in a section of the zoo and is peppered with the kind of hazards that turn your hair white and your teeth black! Chester slinks off across the park and underground using the sewers in the first level and moves further afield to the monkey pits, hidden caves and through the 'gator valley. Huge, springing snakes get under your feet, but you can jump on their heads and be catapulted up to reach bonus tokens and extra lives. Tortoises on roller skates career into you and alligators snap at your heels. Pick off the paws and fruit to get you further through the park.

Mean Eugene – the fun machine (not).



Your monkey pal and a hungry helper.

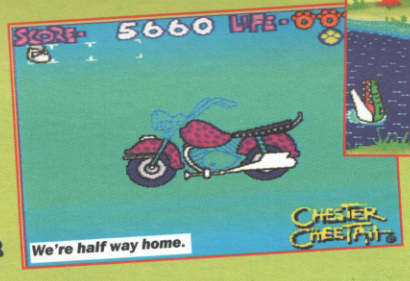
Don't flip out on me man!

Spinning hedgehogs are the least worry.

YOU NEED FRIENDS

Meet the gang of mates who'll help Chester escape heinous Four Corners Zoo. The Hip-o's a big-boned dude with a heart to match. He'll carry you across rivers in Gator Alley. Funky Monkey has to be found before he can help you out. There's no way out of his pit without the scamp, 'cos he can reach the higher parts Chester can't get to. Not everyone's hip to our cat and, apart from the cruel keeper Mean Eugene, there's his none-too-slick thick-as-a-brick sidekick, Grunt.

Hip-o's here to help, the croc's not!



We're half way home.

Someone's got a score to settle.

ENEMY JUNGLE

Apart from pesky pets to hamper your progress, there are collapsing bridges, disappearing logs, swinging vines and snapping crocks to deal with. Amongst the hoods are boxing kangaroos, smiling wallabies, flying vampire bats and huge mid-level contraptions controlled by your gaoler. You can't destroy these, even with your super fast Cheetah run, so you'll just have to avoid them as best you can until they disappear.

Chester Cheetah tries its hardest to fool you into thinking it's a really a top-notch platform adventure. The bright colours and big sprites look awesome in still shots but their true pedigree comes to light when they move. They're really nothing more than badly drawn and poorly animated failures. Most levels are just so simple they'll only take minutes to complete and most of the time you're reduced to jumping over objects and picking up a few bonuses. If you know someone extremely young, i.e. about three, they might get something out of it, but anyone older should keep away.

STEVE KEEN

GRAPHICS	%	79
SOUND	%	56
GAMEPLAY	%	68
VALUE	%	55

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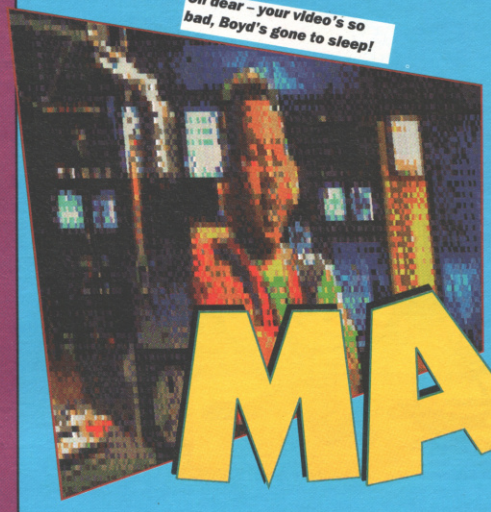
£30-40

YO!!! Get fresh dude, 'cos we're totally krossed out! Or something like that, anyway. Having topped the music charts on both sides of the Atlantic and even jammed with Michael Jackson, those back-to-front prepubescent popsters Mac Daddy and Daddy Mac (collectively known as Kris Kross) have now set their sights on conquering the video game world. They've had themselves digitised and can now be seen starring in one of the first titles to be released for Sega's spanking new Mega CD system! You're cast as the VT editor of Make My Video, America's only live call-in video request show. Spin those tracks and create those vids – can you keep the viewers happy?

To its credit, Make My Video makes excellent use of the new CD technology, with bags of fun live-action video footage, some of which is hugely entertaining to watch (Boyd is almost too cool to be true when he's on form). Unfortunately, the actual editing is simply too restrictive and simplistic to have any lasting appeal, and it's difficult to create anything truly unique or different because you have so little control over the editing process – the main challenge is in creating something that the caller will like, and that's not too hard to do. Fun for about a day, the novelty soon wears thin and, after that, there's little incentive to return to it, especially since the three Kris Kross tracks become incredibly irritating once you've heard them a hundred times. An impressive demonstration of Mega CD's capabilities to be sure, but not much fun, I'm afraid.

GARTH SUMPTER



Oh dear – your video's so bad, Boyd's gone to sleep!

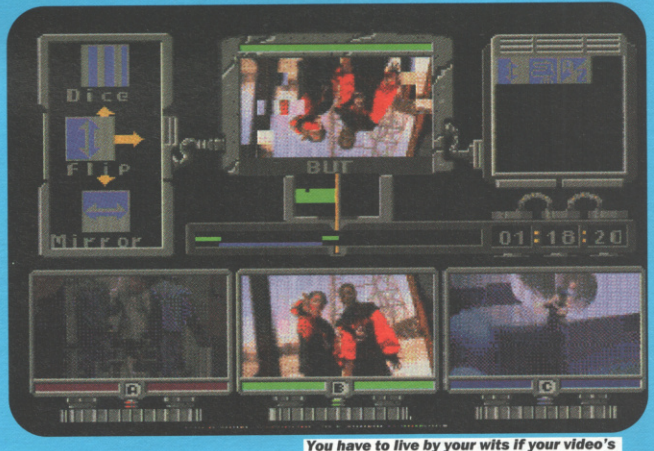
HANG THE VJ!

Meet the totally awesome Boyd Packer, the superfly Video Jockey and host of Make My Video, the rap request show with a difference! Boyd is the real star of the proceedings, chatting to the loonies who phone in with their wacky requests and generally chilling out in his supercool studio – all live on air. Boyd is as crazy as they come, with a strong line in rapid-fire banter and a knack for putting down any callers who don't reach his high standards of coolness. What a guy!

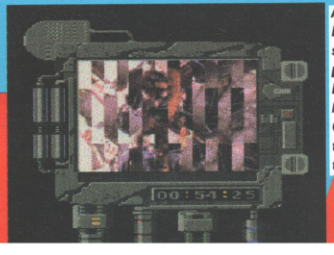
YOU'RE ON THE AIR!

Make My Video's switchboard is always jammed with callers, desperate to get their fave track played on air. There are eight in all (they're always the same characters, so don't get carried away), with their own personalities and musical tastes. After a brief pre-request chit-chat with Boyd, the caller picks the Kris Kross track of his choice (selected from their three hits to date – Jump, Warm It Up and I Missed The Bus), and then tells Boyd what kind of images and effects they want to see (and not see) in the accompanying promo film. Then it's Run VT and over to you!

"You're on the air!"



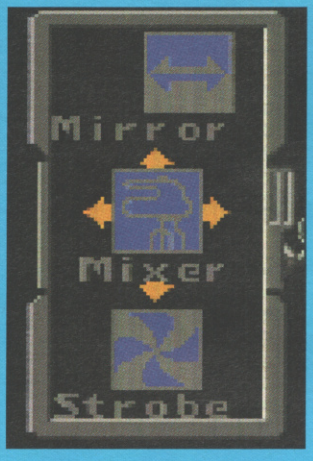
You have to live by your wits if your video's going to make it to the top of the charts.



As Boyd Packer says: "The payback's in the playback!" Crank those SFX to the max.

THE SPLICE OF LIFE

So how do you go about making your vid? Fortunately, it's not quite as tricky as learning the real craft of film editing. Here, in your super high-tech mixing studio, you're presented with three TV monitors, each showing a selection of Kris Kross clips (mixed in with plenty of cool images culled from elsewhere), and you splice the final video together by simply switching between the three screens, using the A, B and C buttons, to feed the desired pics onto the master monitor. You have to work fast though, because you're editing live as the record is being played. The tracks range from around three to four minutes in length, so you'll have to keep coming up with new ideas if you want your vid to stay fresh.



More editing frolics in the Mega CD online suite. Splice that tape, bro!

BITCHIN'!

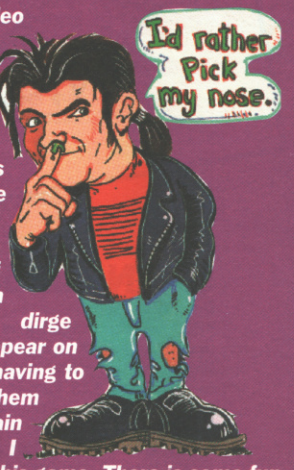
As well as splicing the raw clips together, as editor you can jazz them up with a variety of Top of the Pops-style special effects, including flips, strobes, colour washes, freeze frame, pixellation and other eye-blistering FX. Again, these are added as the record is played, and when the track is complete, Boyd plays back your finished masterpiece for the avid audience. Once that's over with, the original caller tells Boyd just what he thought of the video – if it's a hit, you might just storm to the top of the charts. If he didn't like it (which is what happens if you forget to include the images and features the caller asked for), Boyd slaps you down and it's back to the drawing board.

The man himself – Boyd Packer in the Make My Video studio.

DO THE RIGHT THING

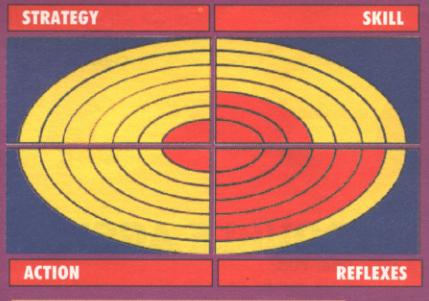
If you don't like the idea of making videos to suit the whims of Boyd's dimwitted callers, you can always settle down in the editing suite and splice one together to suit yourself. The editing process and the clips available for each of the three tracks remain the same (although you are allowed to rewind and make changes to sections of the vid if you're not happy), but at least you don't have to listen to some half-brain dude slag off your creation at the end!

Yo! It's Mac Daddy in da house! (Or is it Daddy Mac?)



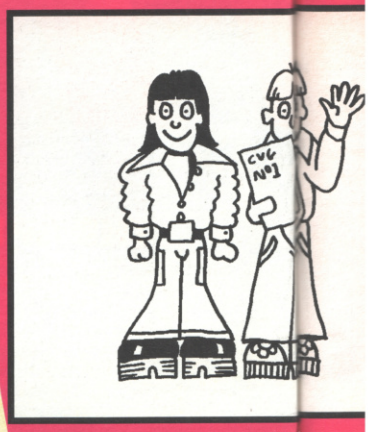
Make My Video is a brilliant concept, but the choice of group to exploit the medium is dire to the extreme. I can barely bring myself to sit through Kris Kross' dirge when they appear on TV, without having to listen to them again and again whenever I want to play this game. There is some fun to be had as you create your crazy vid. The numerous special effects allow you to achieve results that wouldn't look out of place on MTV; whether they would further the artist's career is doubtful, but hey! The music industry's more about commercialism than talent anyway! There are more disks on the way, but if they're anything like this, only those with more money than sense need apply!

STEVE KEEN



GRAPHICS	%	88
SOUND	%	94
GAMEPLAY	%	38
VALUE	%	20

CVG 52 CVG



YOB'S M

SPANGLES

Dear YOB,
Although your magazine is brilliant we'd like to complain about the coverage of eight bit Amstrad computers. OK, so the Super NES and the Megadrive are pretty good machines but their games cannot be compared to Amstrad's 128 games. Now could you imagine comparing Mario 4 or Sonic to the likes of Chuckie Egg 2 and Manic Miner? I have to agree that Streetfighter II is quite a good game but surely the Amstrad 128k could beat it graphic wise? Here are some questions we would like answered:
1) Will Sonic 2 come out on the Amstrad 128k?
2) Do Amiga games fit inside the Amstrad 128k disk drive?.
3) When will Amstrad bring out a 16 bit hand held machine?
Long live Amstrad and CVG.

Ben, Steve and Vikas, Queensland, Australia.

YOB: You sad, sad men. You two have to be chin spinning. Surely there's no one that cretinously thick on this planet – or is there? Let's just hope that neither of you evolve past amoeba stage or ever develop reproductive organs – the world has enough problems without increasing the number of convicts populating it.

JUBBLIES

Dear YOB,
CVG always raves on about how they get the first reviews of every game and how they put it in their mag first. But by the time we get it in Australia the games have been out a couple of weeks. Is there any way in solving that problem? I have a few questions: 1) What's your favourite console Megadrive or SNES?
2) Which has the better graphics?
3) What's the best action game on the Amiga?
4) Are Capcom bringing out a joystick for Streetfighter II on the Amiga?

Andrew Smith, Australia.

YOB: Just because you get the mag nine million years behind everyone else doesn't mean that we don't get the games first. You could try moving to somewhere less crap! Anyway, here're the answers to your particularly dull questions...
1) I've got both matey.
2) The SNES looks better but the Megadrive is faster.
3) Assassin.
4) I doubt it, seeing as Capcom had nothing to do with the Amiga version!

DOUBLE AGENTS

Dear YOB,
After careful analysis of several of your more recent mailbags I (as a more than qualified psychologist) have come to the conclusion that you are in dire need of immediate Psychological aid. Due to some rather serious delusions you are becoming a dangerous threat to yourself and others' safety. Some of you activities (eg: assuming the identity of your older brother SNOB) point to the fact that you aim to hide a serious inability to perform vital interpersonal problems - both physical and social. Events from early in your life have obviously been major contributions to your problems, so, to help release these anxieties, tell me about your parents. Are they large hairy baboons or were you just misshapen at birth? As a child were you denied your fundamental needs, such as a slow death by drowning. Or upon failure of this, a water and sawdust diet? Your feeble attempts at abuse will serve only to highlight an unhealthy denial of your own condition and/or showcase your severe inferiority complex. You need to learn methods other than written abuse to let go of your inner tensions. As part of your therapy you should practice smashing your face onto active orbital grinders. Glad to be of some help in your quest for sanity.

Brian Langley, NT, Australia.

YOB: What is it with you bloody Aussies this month? Will you all just get out of here and get on with cracking the tops off a few tinnies or throw a few shrimps on the Barbi this arbo (that's this afternoon for all us English). As for you being a qualified Psychologist, I doubt you're competent to even question the sanity of mad Jack McMad the outright winner of last year's Mr Mad competition!

PACERS

Dear YOB,
I am writing to ask for some advice. You see ever since I started reading your cool mag, I have wanted to be a YOB too. I have spiked my hair and got myself an earring. I walk everywhere wearing shades. Last week I walked into a shop to buy a really expensive pair of trainers (who do you think you are Anglin? - YOB). The man in there thought he would try and insult me by calling me a YOB. I took this as quite a compliment. I need to know how I could be more like you so I can walk into more shops and be complimented. I hope you can help me!

Matt Wilkinson, Camberley, Surrey.

PS. The plaster on your forehead looks really cool and I'm going to buy some armlets.

YOB: I think this is quite disgraceful behaviour for one of your age. Good lord when I was your age I never walked around the streets terrorising people. Oh no; when I was a lad I used to enjoy such pastimes as Bird Watching and stamp collecting. Bird Watching involved sellotaping bread crumbs to the window and watching our feathered friends nosediving into the window. I won't even go into the stamp collecting!

TEXAN BAR

Dear YOB,
I own a Super Nintendo and am proud of it. There is one thing I dislike. The Scart Super Nintendo on a Scart TV runs at 60hz which gives no border for arcade look and it's faster. The Pal Super Nintendo runs at 50hz which gives you heavy borders and makes it 17% slower. What Nintendo didn't know is some new pal TVs can take 60hz. So they should have put a 50hz/60hz switch on it but they didn't. I would like to know if Pal Super Nintendos can get a 60hz boost up.
Dashmir Pacoroda, Doonside, Australia.

YOB: Hmm. There's a few good points here but you're obviously not exactly Mr Electronics. If Nintendo had put a 50hz/60hz on the SNES it would have been considerably more expensive and would not be particularly reliable. However if you want to give your SNES a boost or do anything silly involving borders and 60hz then phone ACE Consoles (081 4391185). They'll be able to tell you everything you need to know about it.

SPACE DUST

Dear YOB,
I'm writing in because I think your mag CVG is the best multi format mag out grovel, grovel, grovel. Also I hope you take the p**s out of my letter as I have a great sense of humour. What's green and spongy? A green sponge! Please, please help me in the game Lemmings for the PC. I am stuck on level 20 - taxing. Please help me with this problem but if you don't know 'cos you are so thick that you wouldn't think a green sponge isn't green and spongy then don't bother. Bye.
Chris Barbour, Worcestershire.

YOB: You certainly have a most pronounced sense of humour if you can get up every morning and carry on with your sad pathetic excuse for a life. I mean, level 20 of Lemmings! Is there any hope for you sad no life gets?

MAILBAG

RANCHEROS

Dear YOB,
Mr. Stoolhead here! Ear lobes are bigger than the month of June because Chicken Licking thought his chicken was being rode by a man with a matchstick, my arm seems longer on Tuesdays. Libba Libba! from the dreaded foot muncher.

YOB: Are you completely mad? The month of June is enormous!

WHAM BAR

Dear YOB,
I have a few questions to tax your tiny (even minuscule) brain. Answer them or you will be sharmanated.
1) Will there be a CD Rom for the SNES?
2) If so will it be better than the Mega CD?
3) Are the SNES game good value as they cost around £45 - £50?
4) How much will the colour Game Boy cost?
5) Is Prince of Persia on the SNES better than the Mega CD?
6) Did you know that the Dictionary description of the word YOB means an idle youth and a slob. A fitting description methinks.
Steven "the Sharmanater" Sharwan, Suffolk.

YOB: Well Steven, after consulting my book of name insults, I find that Steven actually stands for, 'Brainless git with no prospects, acne and .
1) Eventually you sad man.
2) We don't know until we see it you monkey's ass.
3) Depends how good it is you fop.
4) It's not available yet you sweat from a Baboon's armpit.
5) Yes you Take That CD buying saddie.
6) You just listed all my best features sad Suffolk farm boy.

LUCKY BAGS

Dear YOB,
As you are thick and stupid you may not be able to answer these questions but try your best.
1) Has the Game Boy got better games than the Game Gear?
2) Is the SNES better than the Neo Geo?
3) Why do Game Boy carts cost so much?
4) Is your mum proud of you?

Robert Powell, Queensbridge, London.
YOB:
1) Dunno mate.
2) Dunno mate.
3) Dunno mate.
4) Dunno mate – I'm thick me.

GOLDEN NUGGETS

Dear YOB,
I'm writing to complain about the review you did of Lemmings on the NES in issue 133. The floater was called a climber, the exploder was called a floater, the blocker was called an exploder and the builder was called a blocker. In your review of Road Runner it was a SNES review and there was a diagram of a Megadrive. I hope you get your reviews sorted out in the future. Now for a few quick questions:
1) Is there going to be a Streetfighter II joystick for the Megadrive?
2) Is the SNES better than the Megadrive?
3) Please could you settle an argument between my friend and me. Is the Amiga 500 better than than the Mega CD?
4) What computer do you have?
PS. Give me £100 or die, sad case.

Ian Woodcock, Leighton, Buzzard.

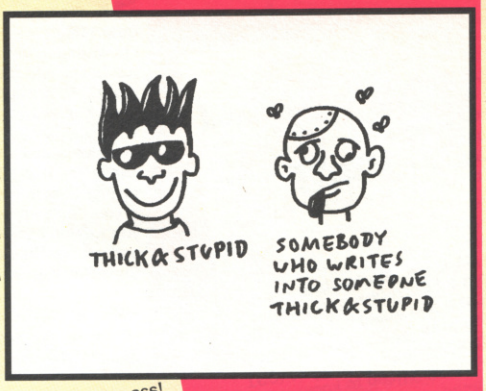
YOB: So I write the reviews now do I? If you knew anything about CVG, you'd know that these types of mistakes can be due to a multitude of reasons - but the single biggest reason is to give no-hopers like you something to talk about. Oh yes, and as you're such a despond, I'm not going to answer any of your questions.

YOB'S MAIL

CRESTA

Dear YOB,
Oh dear! Have you come second with some hot news? I have read that there is now a new Streetfighter II arcade game called wait for it - Streetfighter II Turbo Champion Edition! All the characters have new and improved moves. For instance, Blanka's roll attack, Ken and Ryu and Ken's hurricane kick and Chun Li's Cyclone kick are now performed much higher in the air. Supposedly Ken and Ryu will now be able to do a head bash, Guile can perform Sonic Booms in mid air, Chun Li has fire balls and Dhalsim can teleport to the other side of the screen. Above all the game will run 20% faster. Is this true? Could you give me some information on the Teleport system for the Megadrive which is supposed to allow people to play against each other in different places. Please help me.
Gareth Clark, Banbury, Oxon.
PS.Your mag is wicked!

YOB: It seems as though you've got your head firmly lodged up your ass! WE were the first ones to tell you about Streetfighter II Turbo, and what you're talking about is Streetfighter II Hyper Edition which includes all the features you just mentioned. Ha! Your teleport news is almost as mixed up as you. Everyone knows that Megadrives can't transport except the intellectually underprivileged.



AZTEC

Dear YOB,
I am a girl and would very much like to meet you even if you do have a sarcasm problem. Anyway I am a proud Amiga owner and would really like to get my hands on a game of the past called Weird Dreams. I have been informed by my local computer shop that the publishers went bust and therefore the game is not being retailed anymore. Please could you tell me where I can get this game. Lots of me
Debbie Mitchell, Manchester.

PS. Are you married?

YOB: A sarcasm problem me? Anyway - your local computer shop is right, the people behind Weird Dreams have gone bust. The only way you're going to get a copy of the game is secondhand via the Microsells or something. And on the subject of marriage I refuse to talk about it, I'm busy, er.... I've got a headache, I'm emigrating this week... err..

ZEGAZOIDS (A GREEN WHAM BAR?)

Dear YOB,
I would like to discuss a very important issue which I believe has not been delved into in very much detail in your pages before. What concerns me is the phenomena known as Tecnophobia, ie: fear of new technology suffered by many members of the older generation today. What is the Psychological basis for such a fear, I wonder. Does it stem from the inane fear of the unknown which has been suffered by mankind since the dawn of time. Or does it have other more complex causes? Young people like myself have adapted to new technology such as computers and video games with ease, while adults have trouble understanding the concepts behind computer and video games, so they despise them and feel suspicion and animosity towards them. Often parents feel that their child's video game system may have a long lasting damaging effect on the child's mind. Rumours abound about the damaging effects of video games, some based on fact but greatly distorted and others with no factual basis whatsoever. These rumours only serve to feed the suspicions parents have about video games. One such story states that video games can cause those who are playing them to suffer epileptic seizures. This is complete tripe. People are either epileptic or not. Whether or not they have a fit is up to them coming into contact with a particular catalyst. This can be flashing lights, moving patterns of lines (like escalator steps) or even sounds.
So it is not the video games which are at fault, as these fits can happen anywhere. However this story twists the facts and is a scare campaign aimed at parents making them feel their child may be harmed by video games. Some, so-called experts say that video games are almost as addictive as drugs and can have deep and long-lasting effects on a child's mind. This conveys an image to parents that their little Johnny is going to become some kind of drugged wide eyed zombie from playing his video game system. In fact video games have some beneficial qualities if used in moderation. For example they can improve hand - eye co-ordination. I will not argue with the fact that video games will have a harmful effect if overused but everything will lead to some kind of sickness if overused. Adults must learn to adjust to the new technology and treat it as a useful tool and source of entertainment, not as an enemy. Computers and video games are not going to leave the face of this planet; they are here to stay. So we must make the most of them and use them to make our lives more productive and enjoyable. Thank you for listening to my point of view on this delicate but important area. I would be delighted to hear what other people have to say on the subject.
Lorien Vecellio, New South Wales, Australia.

YOB: You sad Aussie... hang on a minute - this a damned good letter! Well as you've no doubt seen recently there has been a huge amount of concern about whether or not video games are the work of the devil. The epilepsy thing is an age old argument. The thing is that the flickering lights that occur on a television screen can induce a form of Epilepsy known as Photosensitive Epilepsy. This is very rare and is only suffered by about two percent of the population. This flickering can be emitted from the TV during normal viewing! The whole thing was blown out of all proportion and the strange thing was that The Sun had a front page detailing how terrible video games were (the "Nintendo Killed My Son" headline) and then in the centre pages was the Mega Guide screaming to the heavens just how great Sonic was! And the so-called experts? Just how many video games has he played? And how old is he? My guess is none and about 50. If people had just bothered to ask someone who knows what they're talking about, they could have given them the straight facts on video games rather than them just make up their own. Okay playing video games all day is not good for you but then neither is watching TV all day or had we forgotten that one? The best thing for all parents who suffer from Tecnophobia to do is - play the games yourself! See that there's nothing to be afraid of. After all how many people's grandparents thought TV was great when it was first introduced? Failing that I'll come round and give you all a good kicking!

WEEKEND

Dear YOB,
Whilst reading you superb 135th issue of CVG I noticed a small error on page 30 where you were reviewing Road Runner's Death Valley Rally for the Super Nintendo. Instead of a picture of a SNES there was a picture of a Megadrive which isn't on. In deep shock I passed out and fell to the ground instantly chopping my head in half on a circular saw which laid behind me. Hours passed and I arose from my unconscious state unaware of what had happened. I retrieved the top half of my scalp and crawled 260 miles to the Hospital where I received 2659 stitches which just happened to cost £100 as I went privately. So as it was your fault in the first place, I figure you should send me the £100 to pay the damages.
Chris Sharp, Halifax, West Yorkshire.

YOB: Well I personally think you should be sueing the Hospital. They could at least have given you some brains when they wasted their time repairing your head!

COMPUTER COMPETITION

Win 1 of 10 of each of these amazing computer games

WIN A SEGA MEGA DRIVE

MEGA DRIVE – The Sega Mega Drive is the ultimate computer game console, fully utilizing for the first time the awesome power of the latest 16 bit technology. **MEGA GRAPHICS** – The Sega Mega Drive reproduces the graphic quality of specially designed arcade machines costing many times as much. **MEGA SOUND** – The Sega Mega Drive even has real stereo sound, making the greatest games even greater.

Question: Finish this name – Sonic the .....

Answer:
A) Hamster
B) Horse
C) Hedgehog

Phone **0338 422002**

WIN A SUPER NINTENDO STREET FIGHTER II

Super Nintendo is the most advanced entertainment system with dazzling 3D graphics, spectacular colour and digital stereo sound; and includes the new game Street Fighter II, the world's greatest arcade hit.

Question: Where do Sumo Wrestlers come from?

Answer: A) America B) Japan C) Australia

Phone **0338 422000**

Children under 18 must seek parents' or guardians' permission before telephoning

WIN A SEGA GAME GEAR

The portable, hand held Game Gear is in full colour, with an amazing 3.2" back lit LCD screen, which brings arcade style graphics to life in 32 brilliant colours. The Game Gear includes 4 awesome games.

Question: How many games come in this Sega Game Gear?

Answer: A) 40 B) 4 C) 15

Phone **0338 422022**

No responsibility can be accepted for entries not properly recorded. Calls are charged 36p a minute at cheap rate and 48p a minute at all other times.

No correspondence, No alternative prizes. The judges' decision is final. Winners will be notified by post.

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ANY GAME FOR ONLY £5

Just send £5 with one of your existing games - (make sure it is one of your own) to the address on the coupon opposite and we will send you your new choice of game.

Allow up to 28 days for delivery.

SEGA

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For your SEGA MEGA DRIVE, GAME GEAR, MASTER SYSTEM, SUPER NINTENDO, & NINTENDO GAMEBOY.

Post to: Q&Q Ltd, Gild House, Bournemouth, BH2 6AW.

Name _____

Address _____

_____

Signature of Guardian
(If under 18) _____

My first choice of game is _____

My second choice of game is _____

My third choice of game is _____

I enclose cheque ☐ Postal Order ☐ made payable to Q&Q Ltd for £5 and one of my existing games for my computer system. Sega Mega Drive ☐ Game Gear ☐ Master System ☐ Super Nintendo ☐ Nintendo Gameboy ☐

If you are not completely satisfied, we will send the game you exchanged back to you.

Post to: Q&Q Ltd, Gild House, Bournemouth, BH2 6AW.

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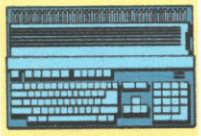
Stunt Island

PC (386SX OR HIGHER)

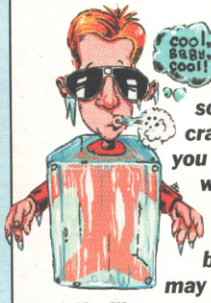
CREATIVE

BY INFOGRAMES
£49.99



Ever watched those American stuntman programmes which the telly people shove on when the normal show breaks down? Some of the things those fellers get up to are wild, to say the least! But what if you were sat in the cockpit of a stunt plane, gearing yourself up to perform a feat of unrivalled stupidity? And what's more, what if you then had to turn that stunt into a piece of cinematic action that'd leave the critics lost for words? Thanks to Infogrames and Disney, you can now do both on your PC with Stunt Island!

"Not another PC flight simulator" is probably what's going through your mind right now, but wipe that thought away immediately – the flying in Stunt Island is a tiny part of the overall package! In fact, ever since it made its way into the CVG games room, I've been hooked. Stunt Island isn't a game as such – it does have a basic flight sim element but it's really a creative package allowing the player to design, fly and film his own stunt movies from absolute scratch. What impresses me most, apart from the great presentation and fast, Gourad-shaded graphics, is Stunt Island's ease of use. Although there's a useful 178-page manual included in the box I, being an impatient so-and-so, simply leapt right in – and came up with a minute-long movie after half an hour! Okay, so my creation was crap, but the point is that you can be up and away within a very short space of time. If all you're interested in is blast, blast, blast, you may tire of Stunt Island, but if, like me, you've got a creative streak running through your veins, this is something that'll permanently take up room on your hard disk!



PAUL RAND

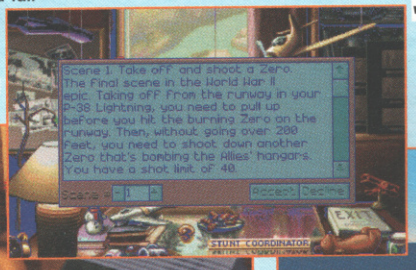
COME FLY WITH ME

Before you can turn your masterpiece into a stunning movie spectacular, you've first got to create the stunt. And who's the man fool enough to fart in the face of danger? Yourself, of course! Decide on the particular stunt you want to have a pop at, then jump into your plane and perform it! Should you muck it up, you can always have another try – but if you're taking part in the competition, each 'take' costs cash, and every time you fail at a stunt it'll cost money.

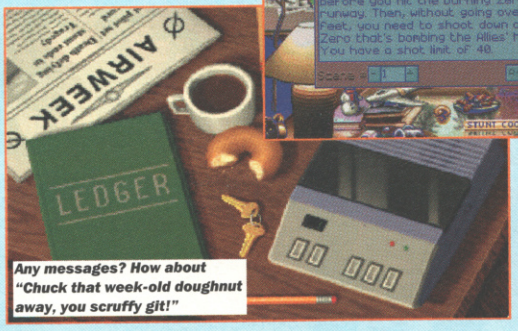
Post-product for the boys!

The stunt coordinator. He's the lad who gives you your assignments.

Piece of cake.



Look at the lovely Gourad shading on that 747! There are another forty or so craft to choose from.

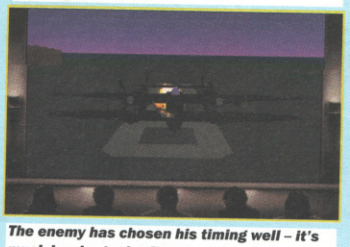


Any messages? How about "Chuck that week-old doughnut away, you scruffy git!"

PLANES, TRAINS AND AUTOMOBILES

There's a massive variety of different craft to fly – around fifty, in fact – and they don't all have engines, or even wings for that matter! Take on the Jerries in the legendary Spitfire, or leap into an F-15 and cause all manner of havoc! Alternatively, you could turn your hand to big, Die Hard 2-type stunts in a massive Boeing 747, and even pilot a mega-expensive space shuttle! My current favourite though, has to be the mock meteor, which I used to create the visually incredible action adventure, Meteor 2 - The Return, which basically sees said lump of space rock crashing into a hotel!

The cinema-goers watch intently as the hero makes his way down the runway, while bombs explode all around.



The enemy has chosen his timing well – it's much harder to dogfight in the dark.

That's the enemy, flying over the wreckage of one of his downed compatriots.

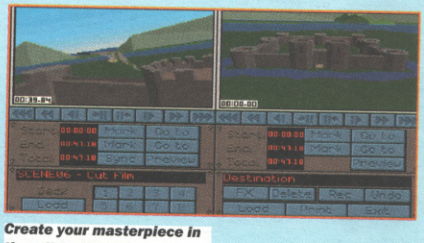
Pull up! Before you hit the trashed enemy plane!

Hurrah!

Pity you couldn't stop the baddy blowing up your base!

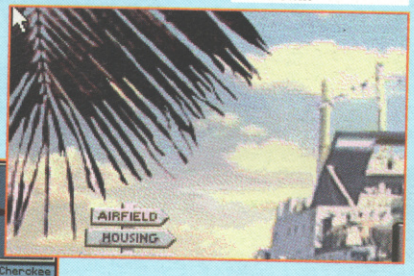
OBJECTING STRONGLY

If you don't want to attempt any of the pre-programmed stunts included in the package, or if you've completed them all (which should take a considerable length of time), why not build your own complete sets using all sorts of objects, from fences and pubs to Big Ben and Alcatraz Island! It's possible to build the smallest set in ever or the largest, most sprawling mock-up you can think of – whatever you do, it's a simple case of picking a free spot, working out which of the eight hundred-plus objects you wish to use, and letting your imagination run wild! And to allow you to film your newly-formed stunt, there are eight cameras available which you can position anywhere you wish; on the ground, on top of vehicles, behind your aircraft, all there to capture the action so that, when it comes to editing your movie, you've got everything you need to come up with a flick that Arnie would beg to star in!



Create your masterpiece in the editing room!

'Scuse me mate, do you cross the Mersey? Dey do dough, don't dey? Ey, calm down!



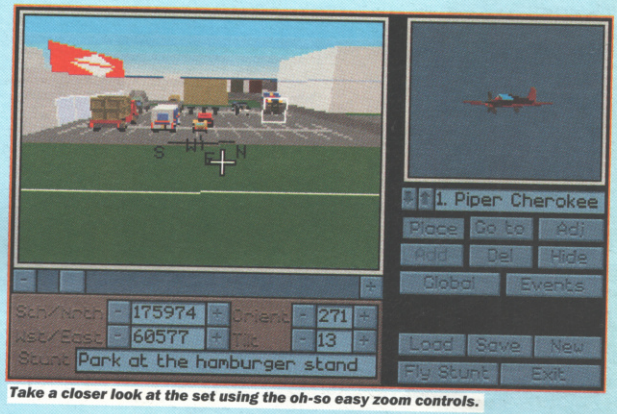
Build your set! Select your plane!

MOVIES! MOVIES! MOVIES!

Right, the film's been edited so well that you can't see the joins. It's packed with perils, sound effects are spot on and the tunes are terrific! The audience is waiting to see the latest from Stunt Island, so get yourself into the theatre and show it to 'em! As in the editing room, you can view any part of your movie by using the VCR controls at the bottom of the screen; whack it right to the beginning, watch the film and see the crowd go wild at the end!

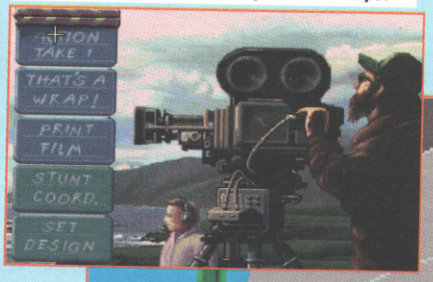
COMPETITION TIME!

It's all very well being a seat-of-the-pants flyboy, but there's other aspects of stunt-making to get involved in. The movie world revolves around cash, and you can become a figure-juggler in Stunt Island! Play in competition mode and you'll have to balance the budget as well as perform all the other functions that go into making an all-action visual spectacular! Each take costs money, and if you foul up you'll lose a large amount of your wedge! Turn in a completed movie on time and the men in suits will give you more cash with which to create a brand new cinematic stunner!



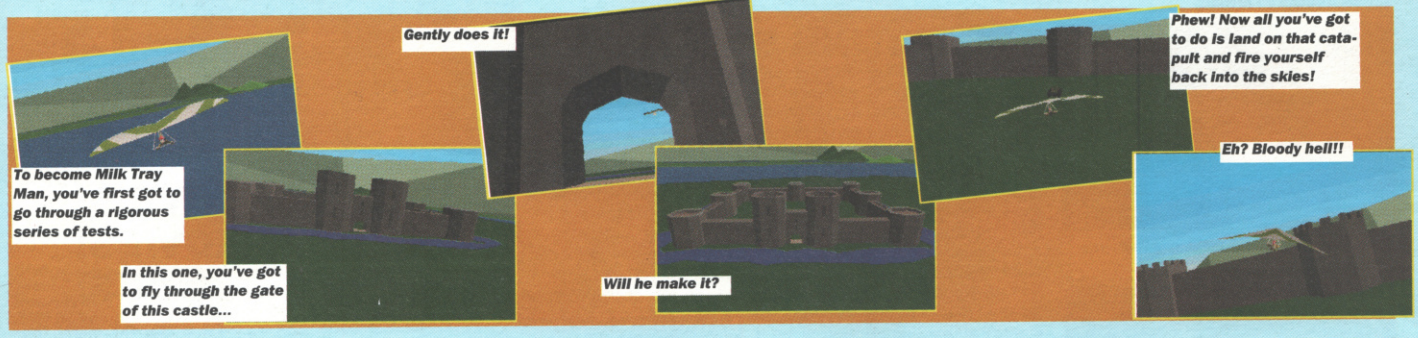
Take a closer look at the set using the oh-so easy zoom controls.

Why do directors always wear stupid baseball caps?



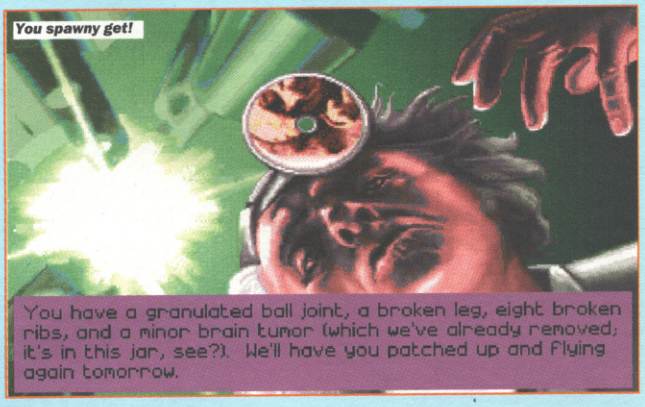
It'd be a good idea to avoid that large structure just up ahead!

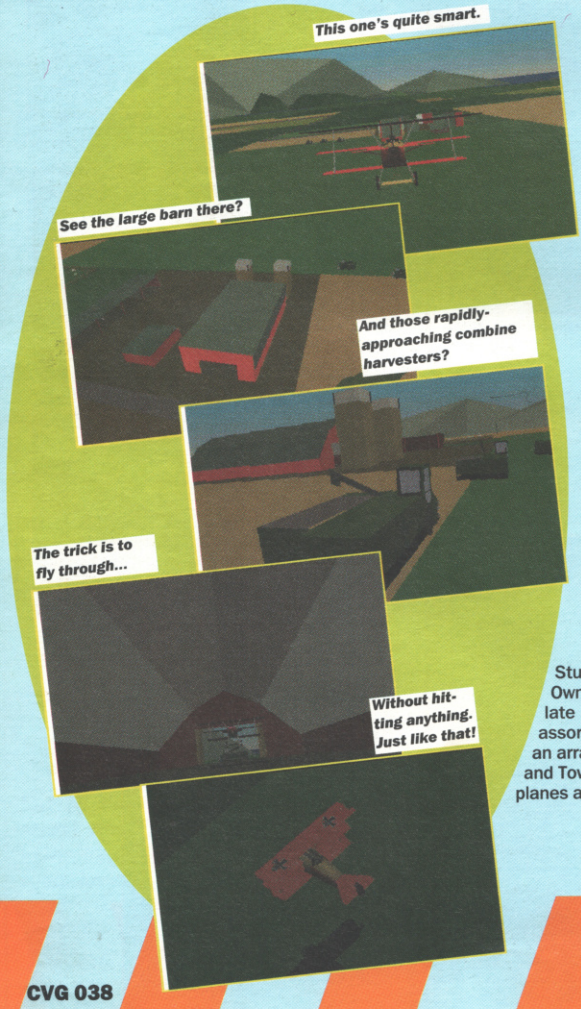
Oops! Too late.



CLOSE TO THE EDIT

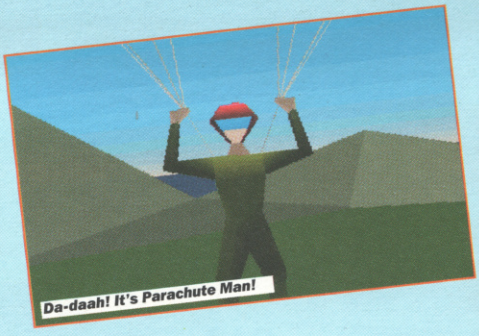
Where Stunt Island really comes into its own is its editing facility. After you've flown your stunt, the film from the cameras you had set up (there can be up to eight) is taken to the editing room, ready and waiting for you to splice and dice to your heart's content. A very simple yet incredibly effective feature, editing is controlled by a bank of video recorder-like controls which allow you to fast forward and rewind, advance or backtrack frame by frame, pause the film or play. The screen is split in two; one half for the unedited footage spool and the other for the completed movie spool. When you've chosen a piece of footage to include in your film, hit the Start Marker to indicate the beginning of the piece and the End marker where you wish to stop. Then just record your snippet onto the second spool; it will be pasted into whichever position you have chosen it to be added. Continue the process, using all your reels of film, to build up a complete film packed with clever camera angles, not to mention sound effects and music (there's a library of both to delve into), credits, swanky fades and the like, et voila! Your movie is ready for viewing!





MAKE SOME NOISE

There's nothing like a stirring soundtrack and in-movie ditties to add to a film's atmosphere, but think what it would be like were it totally silent – dull, probably. So why not add a tune and effects? Shove in a sound card and you're given over two dozen tracks to choose from, ranging from car chase tunes to country ditties. If it's sound effects you're after though, you're going to need a Soundblaster or Thunderboard card. With either of these plugged in, you have access to a wide array of noises and speech which can add greatly to the overall atmosphere of your production. There are some noises included which play through the bog-standard PC speaker but, as you can guess, they're not the highest quality ever.



ISLAND HOPPING

Stunt Island is located on, strangely enough, a large island! Owned by a movie production conglomerate, it's a fairly desolate place, but that's no bad thing because, by using the vast assortment of different props at your disposal, you can create an array of sets! Build the City of London, complete with Big Ben and Tower Bridge, or construct an entire WWII setting, full of Nazi planes and trucks to blow up – the only limit is your imagination!

Because of the unusual nature of this software package, we felt it inappropriate to give Stunt Island the normal Graphics, Sound, Gameplay and Value ratings.What you get out of Stunt Island is what you put into it, which is why we've given an Overall rating only.

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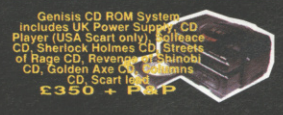

Genisis CD ROM System includes UK Power Supply, CD Player (USA Scart only), Ballface CD, Sherlock Holmes CD, Streets of Rage CD, Revenge of Shinobi CD, Golden Axe CD, Columns CD, Scart lead
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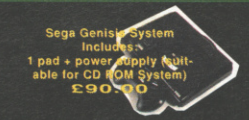

Sega Genisis System Includes:- 1 pad + power supply (suitable for CD ROM System)
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CVG REVIEW

MEGADRIVE

PLATFORM

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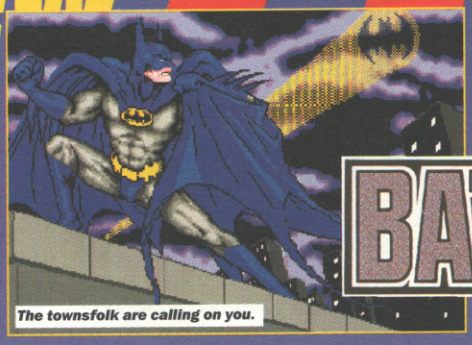
BATMAN™ REVENGE OF THE JOKER™

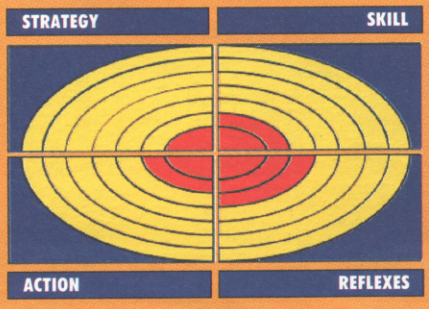

The townsfolk are calling on you.

All is not well in Gotham City. Precious metals are mysteriously disappearing from mines around the city. One of these metals has a highly toxic content used to build missile warheads. The Police are baffled and the City's resources are getting lower by the day. There's only one thing for it, call in a professional – Batman.The Caped Crusader instantly recognises this as the work of the evil Joker (he's clever like that you see). Somewhat peeved at getting his monkey ass kicked by the Caped one some time ago, the Joker has returned for some serious revenge. But it's up to you to get out there and stop him, or the whole of Gotham City will suffer.

What a pile of old cack! Batman: Revenge Of The Joker looks cheesy from start to finish. The main character sprite is acceptable but all the rest of the graphics (especially the backdrops) look as though they've been lifted straight from a Master System game! The game itself is just so frustrating. The levels have been so badly designed and put together, that it's a real effort to get through any of them. Things like. Not being able to hit a baddie when you get too close to him, and having moving platforms the same colour as the backdrops. All of these problems make the game too irritating to bother to play even with some good in-between level stills!

PAUL ANGLIN

GRAPHICS	%	72
SOUND	%	68
GAMEPLAY	%	60
VALUE	%	58



Your bullets cannot harm me...

MY BATARANG WON'T COME BACK

What use would a super-hero be without his array of special weapons? Not much. So thankfully Batman has plenty. The Batarang is the Caped Crusader's bog standard weapon. When fired, it chases the enemy until they're hit. The Crossbow fires a powerful explosive arrow, the Sonic Neutraliser fires a pair of Batarangs in a criss–crossing pattern,which is very useful when a baddie is shielded by a crate and the Shield Star throws three, star–shaped darts in different directions. Hold your finger down on the button to release a special weapon a la' R-Type.

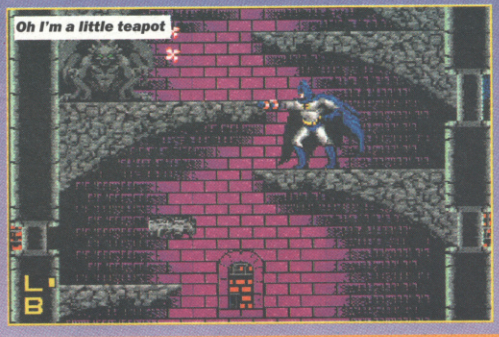
The evil Joker plans his mischief.

WHO'S THE BOSS

Batman is dead famous for, having a considerable amount of foes, and there's a fair few super-villains in this cart. In the first level you'll come face to face with Ace Ranger. Although he's kitted out with a pretty large gun, he's no problem to beat, provided you've got your Batarangs. The Minedroid is blocking your way to the fourth level, and it doesn't stop there - you've still got the Master CPU, The Joker himself, and the surprise end–of–game bad guy to beat. I'm not going to tell you about him, but he's dead hard!

What exactly is that behind you?

Not much going on here is there?


Oh I'm a little teapot

THE BAT'S BACK

Batman has been a little quiet as of late.With only one appearance on a sad Saturday morning cartoon, and one NES game to his name, things aren't looking good for the Caped Crusader. Batman Returns on the NES is due out in a couple of months, but the biggie is Batman Returns on the Mega CD! This is due out any day now on import. This game–of–the–cloaked one looks as though it could be the first decent Mega CD game. We shall see.

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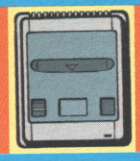


SNES owners are spoilt for choice when it comes to top blasters, but if you crave something that'll make you think a little, you're less than well catered for. Until now, that is. Enter Equinox, the 3D sequel to Solstice. You take on the role of Glendaal, son of the great wizard Shadax, who has been imprisoned somewhere in the vast underground dungeons of Galedonia. Entering the fray completely unarmed, you must fight your way through a dizzying maze of battle-zones. Stuffed to the gills with a bewildering array of traps and terrors, this isn't a place for the faint-hearted. Let's hope the old fart's worth it!

It's about time a game like Equinox came out on the SNES! Sony has taken some of the best aspects of adventure gaming and dumped them slap-bang in the middle of a gorgeous 3D extravaganza! There's no denying that the perspective is hard on the eyes, with objects looking like they're directly in front of you when in fact they're several paces away, but you do get used to it. The great thing is that, unlike standard RPGs, with isometric adventures you can see everything that's going on and, with some stunning Mode 7 rotations on the map screens, the whole thing is spectacular to control and play. The variety of monsters, puzzles, weapons and potions is staggering and, if you can get over the initial irritation of being fooled by the 3D projecting an image that isn't really there you won't give up until you've finished the game. Brilliant!

STEVE KEEN

IN THE THICK OF IT

TROLL - One of the bigger ghouls that stop your progress across the island. Trolls drop from the sky and annoyingly jump up and down whilst lurching toward you. Keep a safe distance and jump and fire to hit them in the head. Defeat the bald giant and you'll be rewarded with life tokens.

BAT - These giant, purple blood-suckers swoop in low and straight at you. They become increasingly difficult to kill the further you travel. At first, simply shoot them in the head as they come for you. On later levels, repeat the process but move to the side and shoot again. If you manage to destroy them you can expect to receive any number of goodies, including keys and health-giving apples.

GHOSTS - Looking like refugees from Pac Man, ghosts come in three colours and take between five and fifteen shots to kill. Wipe out all the ghosts in a room to open an exit or collect a token.

SPINNING DEVILS - Chase you around the room and are invulnerable until they stop to catch their breath. Pummel away at them in short bursts.

Take to the high ground and pick 'em off.

SO WHAT'S THE RUB?

Glendaal must travel through every kingdom in the eight level world, braving the hordes of monsters that run amok throughout. In each kingdom you must descend into the dungeons below to unlock doors, use retrieved objects and collect spells that'll help you make your journey to Shadax's prison a little less of a nightmare.

MAPPING IT OUT

GALADONIA
Your home. There are three villages here and the underground dungeons that you'll find are relatively small to begin with.

TORI
The forest kingdom to the south of Galadonia. Here you'll find four villages that are the starting point of a rough network of dungeon caverns.

DEESO
This barren desert kingdom lies to the east of Galadonia. Its eerie dungeons are littered with the remains of ancient civilisations and so it's predictable that they are haunted by all manner of spooks!

ATHENA
This town consists of a handful of villages supported by wooden platforms that float above the murky dungeon world of a sunken castle.

QUAGMIRE
This location hides yet another swampy dungeon underneath it's marshes. It's hard to navigate and the only way in is through the five villages above.

AFRALONA
A huge kingdom engulfed by the sea that conceals a sprawling tomb. With an impassible mountain range to the east you'll have to come in via the south-eastern corner, across the sea, if you want to get to the final stage.

DEATH ISLAND
The frozen isle provides the entrance to the last giant dungeon below and can only be reached by sea. It's the resting place of the evil sorceress Sonia, as well as your father's prison.

The secret of teleportation is yet to be discovered.

BLOBS - The most intelligent of the lot. Their bouncing movements are very hard to predict. Just keep on the move and bide your time.

KNIGHTS - These guys are heavily armour-plated and can only be taken out from behind! Their metal suits are rather like hospital smocks, in that when they swivel round you get to see their exposed rumps! The best tactic is to follow behind them, shooting frantically as you go.

Good timing and fast reflexes are what you need here.

BARE ESSENTIALS

Glendaal begins the game with just the clothes on his back and a turban on his head. The first thing to do is find a suitable weapon – and there are a lot to choose from. Our man can chuck up to three projectiles at a time, from daggers, shuriken, axes, twin daggers, swords, scimitars, maces and twin swords. What! You want more? Well, the lad is quite a magician in his spare time and collects spells like they're going out of style! He can heal himself, slow the enemy down, freeze them, destroy an entire room, deplete an opponent's energy, reveal any movable objects and unlock doors – now that's what I call magic!

Let's hope you have more luck than this sucker!

The first guardian takes some killing, but it's worth it!

BAD BOYS

At the end of every dungeon you'll be tested by a huge guardian. These guys are some of the toughest you'll encounter, so don't even dream about beating them first time round. Here's what you can expect to be faced with:

BONE HEAD - Scuttles around very quickly and tries to run you over whilst throwing ghosts at you.

DUNG DUNG - Hides out in the soil and springs up from out of nowhere to hurl boulders at you.

QUETZALCOATL - An enormous living statue with more than a few surprises up his concrete sleeves!

PINCHA - The only parts of this beast that can be touched are his eyes, which he protects with his huge claws. Time your shots correctly when he swings at you.

DOLLOP - A big blob of slime that'll waste no time in throwing globules of goo at you!

EYESIS - Another tough one. The spinning pyramid's only soft spot is the very peak of its structure.

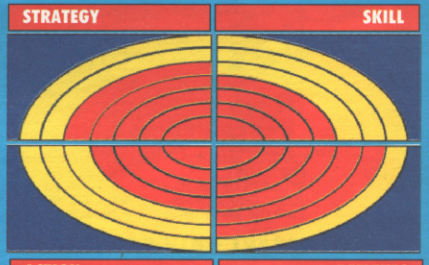
BILLY BONES - The last villain on the circuit. He's the ghastly ghostly galleon captain who never stops shooting his exploding cannonballs at you!

A few quick daggers in the bum and he'll see things your way!

Looks like you're surrounded.

Equinox is a treat from beginning to end; not that we've seen it completed – yet! The graphics are dead smart and I can't recall seeing a better-looking isometric game ever. Even the monsters seem to jump right off the screen at you! Every aspect of scrolling arcade escapades has been included, with huge exploding guardians and pick-ups galore to please the hack and slay fans, along with the plethora of moving blocks, locked doors and tricky puzzles for the more sedate among you. There's a plot within a plot, too; although the main objective is to find the five strings to your magical harp, the only way you can do this is to collect the twelve tokens scattered throughout the levels. In short, a cart for all the family! This will grow and grow on you and for anyone who liked Actraiser and Soulblazer, this is a combination of the two, so buy it as soon as you can!

GARTH SUMPTER



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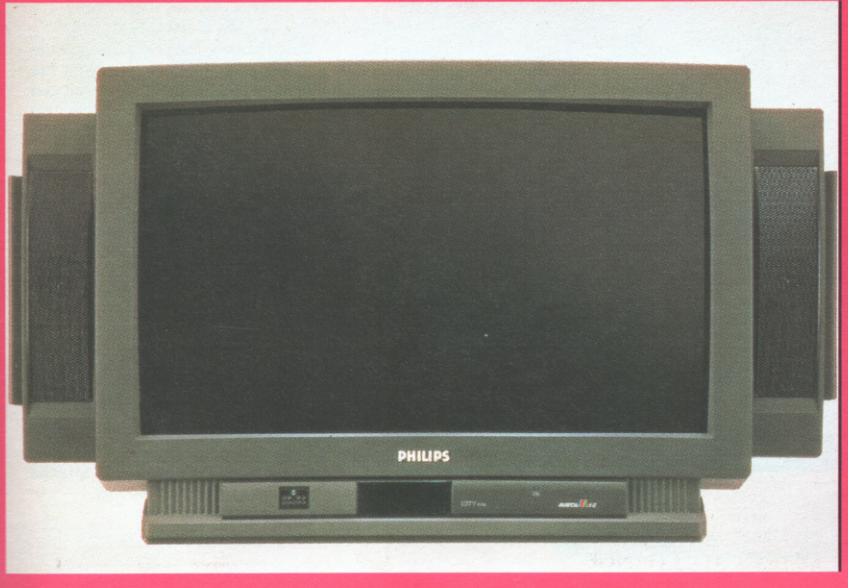

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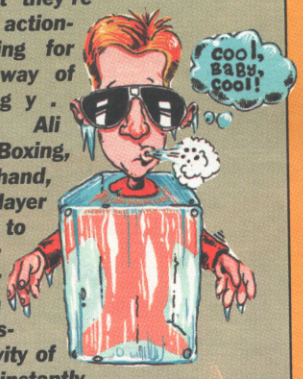
CVG REVIEW

MEGADRIVE

SPORTS SIM

BY VIRGIN
£39.99

Boxing games have, by their very nature, not been the most impressive titles ever to hit computers and consoles. There's been the very odd success, such as Mindscape's 4D Sports Boxing on the 16-bits, but other than that, they've all been crude conversions of limited gameplay coin-ops. But when Virgin decided to tie up the rights to use heavyweight legend Muhammed Ali in a game, they didn't want to waste the license. Muhammed Ali Heavyweight Boxing has been hailed as one of the greats of the genre; is the game a knockout? Or does it end up on the ropes, a shambling, Michael Dokes-like failure, in the first round?



The problem with the majority of fight games is that they're purely arcade action-based, allowing for little in the way of strategy. Muhammed Ali Heavyweight Boxing, on the other hand, gives the player the option to play either Arcade or Simulation mode, increasing the longevity of the package instantly.

This really is a good-looker; while the characters are sprite-based, the ring is constructed of polygons allowing for fast, fluid movement and impressive camera effects. But it's the gameplay that ultimately makes Muhammed Ali one to watch for; you need to think strategically, even in Arcade mode to a degree, if you want to get to the top and, because you can select any of the ten fighters to control, you can basically make the game as easy or difficult as you wish. I reckon this is just what the British Boxing Board of Control doctor ordered; take a look and you'll agree.

PAUL RAND

MUHAMMED

HEAVYWEIGHT BO

PICK A PUNCHER!

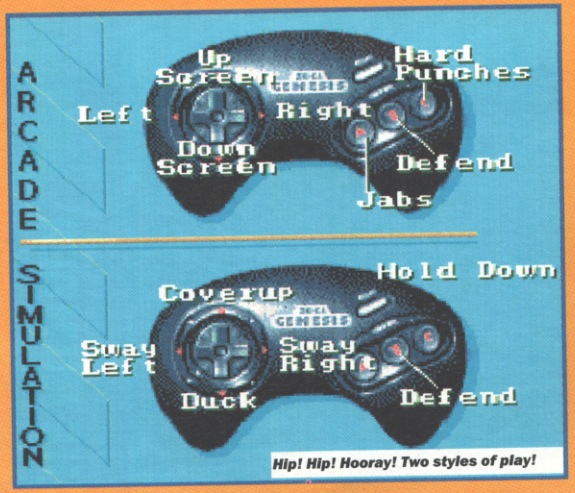
Muhammed Ali Heavyweight Boxing features ten pugilists, each possessing their own particular skills and strengths. One fighter may be tops when it comes to fast punching but could tire easily, while another might be ahead on points in the strength department but be a bit of a slowcoach. The ten are placed in order of excellence, with the worst at number ten and the undisputed heavyweight champion, Ali himself, at the top of the pile. You can control any of the characters – yes, even Muhammed himself – which allows for a large variety of difficulty settings.

He's the greatest!

Hey! That's a witty play on Frank Bruno's name – NOT!

ARCADE OR SIM?

Some boxing games are straight arcade beat 'em ups, while others, like the aforementioned 4D Sports Boxing, lean more to the simulation side of gaming. Muhammed Ali Heavyweight Boxing, on the other hand, features both types of gameplay! Select the Arcade option and you control your boxer using the direction pad for movement around the ring with the fire buttons acting as punch and block controls. Opt for Simulation, however, and the entire control system changes totally, with the various punches being thrown using a mixture of both direction and fire button presses.



Hip! Hip! Hooray! Two styles of play!

And a kiss from a lovely lady – hurrah for everything!

POWER EXTREME

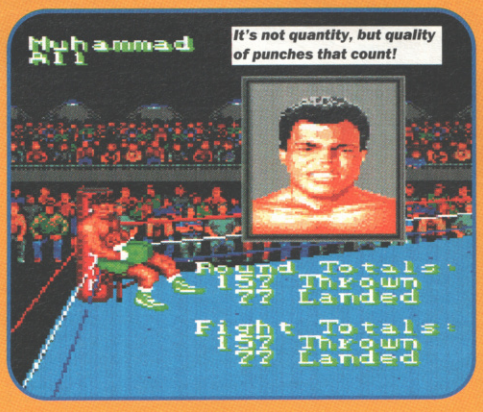
These boxers aren't invincible – the game would be pretty boring if the two battlers just stood and slugged it out forever. Each fighter has two power bars; one for strength and the other for punching speed. The more punches you throw, the faster your speed bar decreases, making it more difficult to both let loose with effective attacks and put up your guard quickly enough to block your opponent's blows. Come into contact with the opposing fighter's fist and your power bar will go down – if it hits rock bottom you'll be out for the count! Obviously, the same applies to the other bloke in the ring with you, should you hit him. And, if you're running low on power, it's a good idea to do a Chris Eubank-esque run around the ring, dodging the opponent's attacks while you regain lost energy.

D ALI BOXING

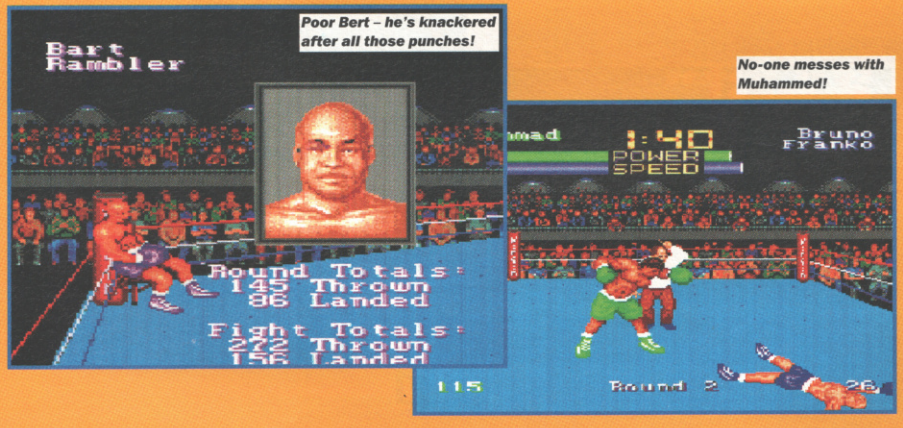
ALL THE OPTIONS

If it's game-tailoring options that you crave, then you won't be disappointed with the list available to you in Muhammed Ali Heavyweight Boxing! Alter the number of maximum rounds which you've got to fight; change the length of recuperation time between rounds; listen to all the different tunes and sounds (even the rather fine speech at the start of the game from Mr Ali himself!). In short, you can set-up Muhammed Ali Heavyweight Boxing to suit your needs almost exactly!

And that result just makes the form book invalid!



It's not quantity, but quality of punches that count!

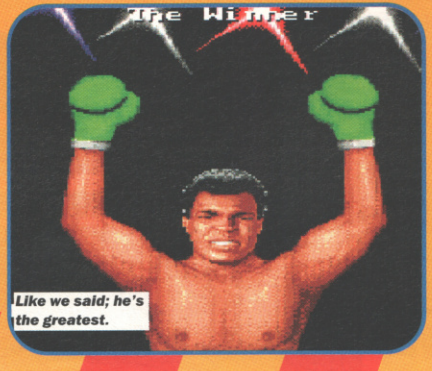


Poor Bert – he's knackered after all those punches!

No-one messes with Muhammed!

SAMPLE THE EXCELLENCE!

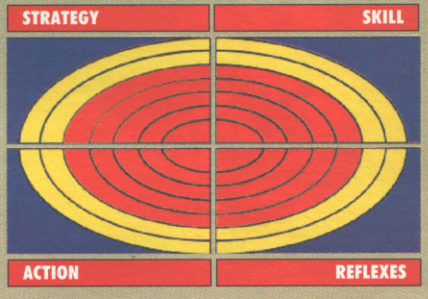
One of Virgin's hallmarks in recent offerings is the high quality of presentation, and Muhammed Ali doesn't disappoint. Power-up the cart and you're greeted with a digitised animation of the great man himself asking you 'Who's the Heavyweight Champion Of The World?', to which the sampled crowd erupts into cries of 'Ali! Ali!'. There's a mountain more digitised speech included in the game, as well as other little touches such as the facial damage inflicted on each fighter showing up on-screen. Great stuff!



Like we said; he's the greatest.

The only boxing game I ever enjoyed was that old coin-op classic, Punch Out. Since then I've been looking for a decent console version of 'the noble art' without even a whiff of success. But Muhammed Ali Heavyweight Boxing reeks of a quality that hasn't been apparent in most boxing games. The perspective of the ring gives loads of freedom of movement, which means you're not forced into situations where you're hammered by a constant barrage of punches with nowhere to run to. Play the game in Arcade mode and you'll be in an all-out scrap to put Bruno Franko on the mat for good, but switch to Simulation and you'll have to worry about every little aspect of the fight. The tournament mode is a real challenge, and thankfully there's a password option included. We've been waiting a long time for a decent boxing game – it's here at last!

PAUL ANGLIN



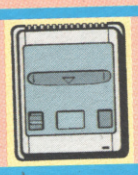
GRAPHICS	%	92
SOUND	%	92
GAMEPLAY	%	90
VALUE	%	88

CVG REVIEW

SNES

PLATFORM

BY OCEAN
£44.99

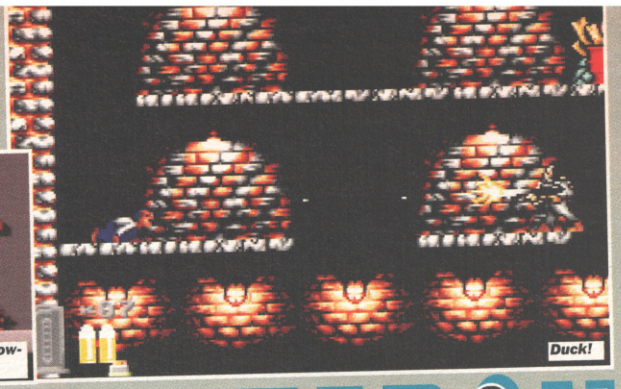


The magic is back! Riggs and Murtaugh hit the SNES in their first console adventure! Ever since Mel Gibson and Danny Glover teamed up in the original Lethal Weapon movie, gamers the world over have been crying out for a version on their machines – and now they've got one! Lethal Weapon – The Game isn't actually a conversion of any one of the three films, more an original adventure based around the concept of the movie series. The lethal lads have got to crack a number of different cases to win the game – a difficult task considering there seems to be a city's worth of scum trying to stop them!

Give Ocean a perfectly good license such as Lethal Weapon and what does it do? Turn it into yet another platform game! What's more, it isn't a particularly good one at that. Graphically the game's a non-starter, with laughable sprites (if Mel Gibson ever sees what Ocean has done to him on the SNES screen, he'd probably turn up at the offices with a big gun!) and backdrops that are flat and uninspiring. There's absolutely nothing new here; just bland, although to be fair, challenging, platform action. I may be in the minority, but if companies insist on churning out endless platformers I at least want snazzy graphics and something perhaps a little out of the ordinary (even a vertically scrolling shoot 'em up section – just SOMETHING!). What I don't expect is a SNES game that looks like it was programmed in 1987 and had a big license stuck on the end to make some easy cash.

PAUL RAND

Baldies with flamethrowers – whatever next?

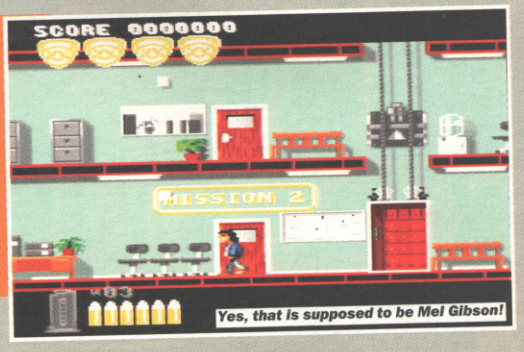


Duck!

LETHAL WEAPON

AS IF BY MAGIC, RIGGS APPEARED!

The action starts at police headquarters, with each mission being undertaken by walking through one of the doors in HQ. The player can decide to control either Riggs or Murtaugh, by walking over to the left of the screen where the locker room is situated. As if by magic, you emerge as the other copper, leaving your partner-in-crimebusting behind. Beats the clothes-changing scene in Mr Benn into a cocked hat, doesn't it!

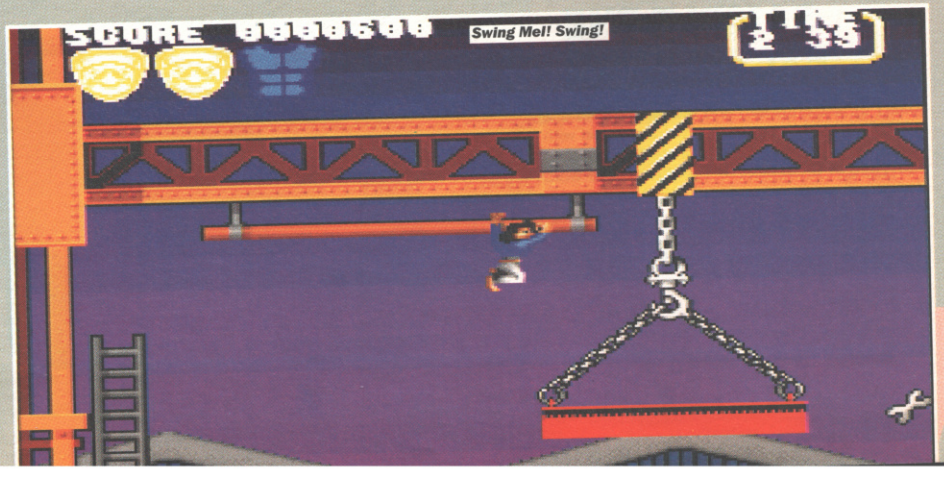


Yes, that is supposed to be Mel Gibson!

Freddie Mercury spotted on building site shocker!

LOOK AT THE CLIP ON THAT!

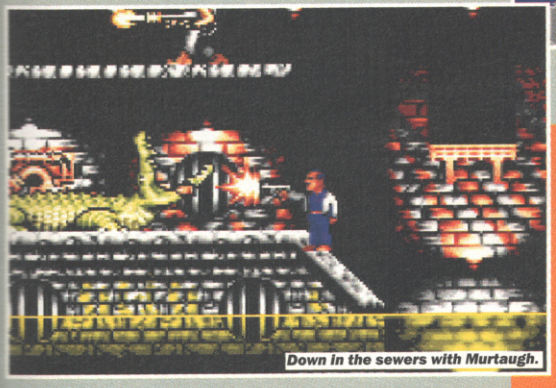
Lethal Weapon wouldn't be Lethal Weapon without a lethal weapon with which to shoot people, and both characters carry with them a police-issue revolver that wipes out those baddies in a thrice! The trouble with guns, though, is that they tend to run out of ammunition at the most inopportune times, so it's a good job that their enemies have left a load of ammo clips lying around each level – and phew! They're the same calibre as your guns!



LETHAL LADS

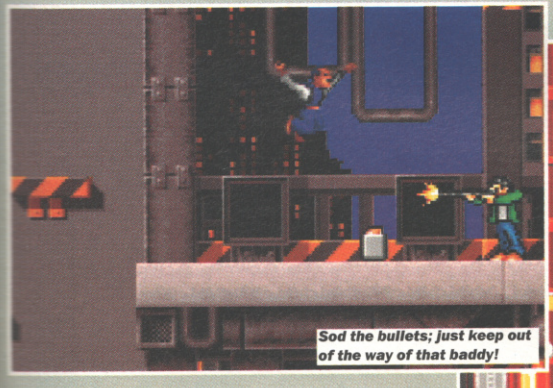
If you go into the missions today, you're in for a big surprise. If you go into the missions today, you'd better go in disguise. Or at least with a massive big gun and a load of bullets, 'cos each mission you take on is absolutely packed to the gunnels with a wide assortment of nasties who'll not think twice about filling you full of lead – or worse! Terrorists planting bombs in shopping centres, hoodlums wielding large flamethrowers and pieces of metal, and even massive alligators living in the sewage system are ready and waiting to give you a run for your money!

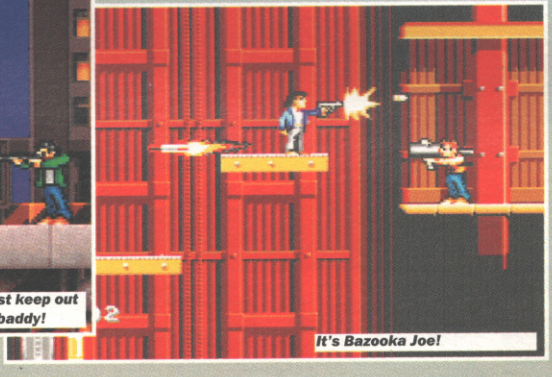
Oh no! Shark attack!


Down in the sewers with Murtaugh.

NEVER BE WITHOUT A VEST

Being a copper in America is a dangerous job, so it pays to look after yourself. In Lethal Weapon, you're equipped with a suit of body armour which is damaged with each enemy hit; should you be attacked wearing no armour, you lose a life. Keep your eyes open throughout the stages, though, and you will notice spare suits – just walk over one and it'll repair the armour you're wearing!

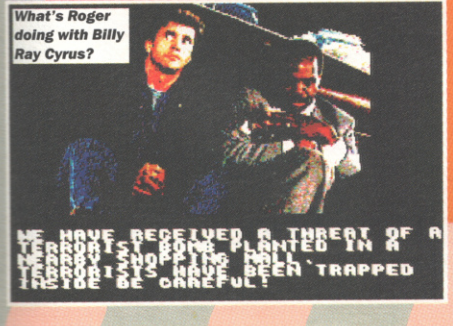

Sod the bullets; just keep out of the way of that baddy!



It's Bazooka Joe!

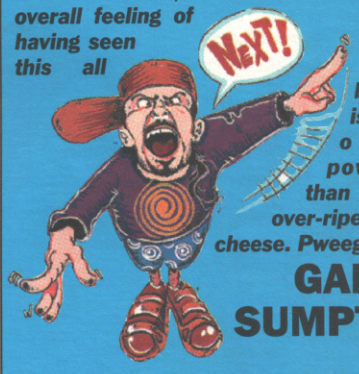
MOVIE MAGIC

The Lethal Weapon series of movies is up to its third instalment now, and again stars Mel Gibson and Danny Glover in another story of guns, killing and mayhem. This time around, they've got a couple of helpers; Joe Pesci stars as Leo Getz (who also made an appearance in Lethal Weapon 2) and is a right good swearing laugh, while the love interest is supplied by a well-hard lass, played by Renne Russo, who's a dab hand – and foot – at kickboxing! The best of the trilogy in our opinion, Lethal Weapon 3 is available on video now and if you didn't see it at the cinema, here's your chance!

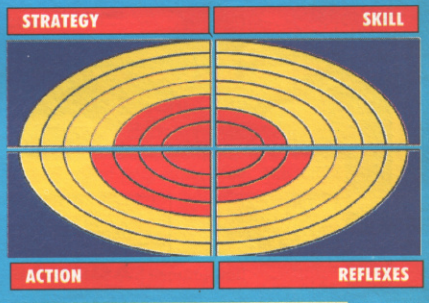


"Okay? Okay?"

No, no, no, no, NO! This is not what the doctor ordered and it's not the sort of thing that Ocean should be palming the punters off with. It's just another example of a tired old formula. Spend the majority of your cash on a licence and then knock together a pile of old cack with the thirty bob left over, using no variety and a few old ideas found in a corner. Lethal Weapon calls time on the genre. There's a bit of muzak, a few spot effects, the bare minimum of background detail and well-iffy sprites. A bit of let-down really, as the puzzle element of the game can be quite challenging at times. When it comes to the crunch, the overall feeling of having seen this all before is more over-powering than an over-ripe old cheese. Pweeghhh!



GARTH SUMPTER



GRAPHICS	%	56
SOUND	%	74
GAMEPLAY	%	73
VALUE	%	60

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LIONHEART

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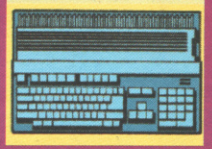
PLATFORM



BY THALION
£25.99

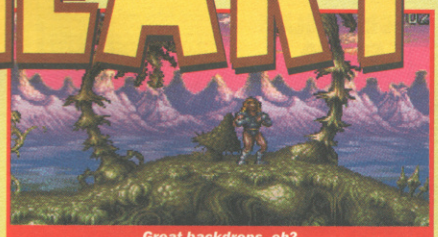
Vladyn was a feared warrior who spent all of his spare time quaffing ale and getting into scraps. One particular night a couple of the king's guards ran in and carted him off to the royal palace, by order of the king himself.
The problem was that the great mystical symbol, known only as the Lionheart, had been stolen by the dreaded Norka, and Vladyn was the only man brave enough to get it back. On top of that, Norka had also carted off Vladyn's girly – our lad was understandably upset, and quickly set off on his quest...

Thalion has gone and turned in an extremely challenging variation on the old theme, with excellent graphics which almost make you believe that you're in a world full of flying nasties and huge, eight-legged monsters, all after your blood. There's enough depth in Lionheart to keep you going for weeks – the Ark, for example, will have you absolutely ripping your hair out as you try and work out how to kill the damned thing! The only slight niggle I have with Lionheart is that some parts of the game are so frustratingly hard that it takes ages before you can even see what you're supposed to do, let alone actually be able do it! The double ending gives the player extra incentive to play the game beyond completion – Lionheart is excellent stuff!

PAUL ANGLIN

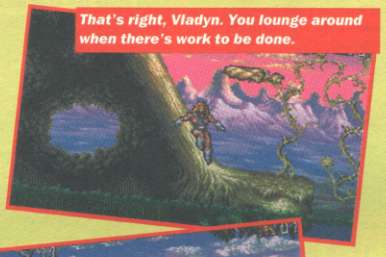
A TOKEN GESTURE

Yes, that most famous aspect of platform based games, be they hack 'em ups or cutesy orientated, makes an appearance in Lionheart – the coins! Well okay, they're actually arrow-shaped tokens, but they're much the same thing. The handy little pick-ups can be found dotted all around the screen. Rather than give you an extra life, these tokens will replenish one life heart to maximum capacity. Who said originality was dead?



Great backdrops, eh?

Now that's what I call a death slide!



That's right, Vladyn. You lounge around when there's work to be done.

Presenting Vladyn, tightrope walker extraordinaire.

A nice stroll down by the riverside.

THE SKY AT NIGHT

Thalion is having something of a good run of late. Its previous effort, No Second Prize, was reviewed just a few issues ago and rolled in with a creditable 88%. And watch out for a potential stunner by the name of Ambermoon. This is, as you might have guessed, the sequel to the ever-so-successful Amberstar. It'll be a little while before this one is ready for the CVG treatment, but come the time we'll make sure it gets just that.

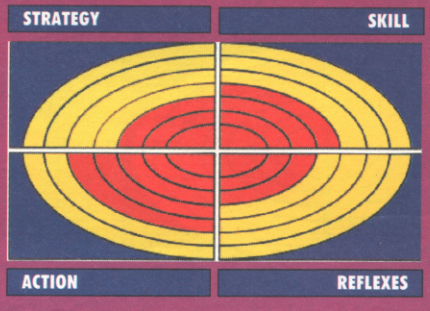
There's tokens-a-plenty on that platform to your left.

MOVE ON UP

Vladyn didn't get where he is today by being a namby pamby old softy. He's trained long and hard to become the warrior he is. There are a load of long vines along the landscapes that Vladyn can swing from, Prince of Persia style, as well as climb up and walk along them. The lad is also a dab hand at using the many platforms that are dotted around the landscape. The secret to success in Lionheart is to look for all the platforms, some of which cannot even be instantly seen. But these ones usually lead the way to the tokens, or even the odd secret level!

Excuse me, I'd like to get past now.

GRAPHICS	%	89
SOUND	%	90
GAMEPLAY	%	90
VALUE	%	90



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NICK FALDO'S' CHAMPIONSHIP GOLF

AMIGA

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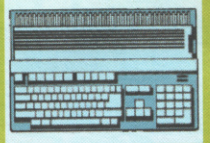
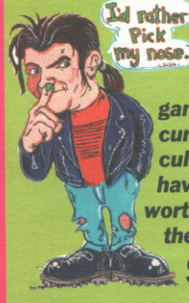


Golf must be the second most popular sport simulation subject on home computer, nestling just under football. Any software house who sticks out a golfing sim must be either extremely confident or very stupid, as the competition's stiffer than the audience at a Sam Fox wet T-shirt contest! Nicky boy's hardly short of a few skins, so quite why he's put his name to yet another golfing extravaganza is a bit of a puzzler, but endorse one he has. So what has 'the greatest golfer in the world today' got to offer on the humble Amiga? Read on and find out!

NFCG is graphically stunning – a good walk has never looked so good on your Amiga. The lakes and water obstacles ripple realistically, and the character animation is spot on. However, things are not as good as you might at first think. It's really easily to get disorientated when you're taking a shot out of the rough; the cursor on the map is tiny and if you land in a bunker, god forbid, you could be there all day hunting down your position on the course. Nick Faldo's Championship Golf is brilliant to look at and incredibly fast, considering the immense detail, but at the end of the day gaming is all about fun and, with this game's sluggish learning curve produced by the difficulty of control, you won't have much of that. Still, it's worth taking a look just for the smart graphics.



STEVE KEEN

GRAPHICS	%	90
SOUND	%	80
GAMEPLAY	%	70
VALUE	%	70

CVG 054

WHAT YOU SEE IS WHAT YOU GET

The programmers of Nick Faldo's Championship Golf have gone for ultra realism graphics-wise, with the most stunning renderings of lush green courses and detailed surroundings ever seen on the Amiga. Keeping up appearances, there's a barrel-load of digitised sound effects including thwacking noises, birds in the trees, water splashing and ricochets. When balls hit trees, groups of leaves flutter to the ground and whenever you land in the rivers, there's an almighty spray of water – a great effect!

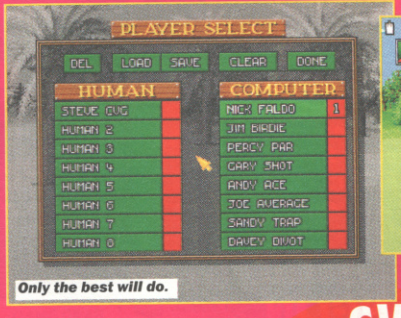
Nice advice, Nick - NOT!

Not quite the shot we wanted.

WHAT'S ON THE MENU?

Before each shot, you'll be expected to adjust stance, direction, angle, club, power and top spin/backspin – that's even before you've checked the wind speed and direction! Fortunately, the menus pop up instantaneously whenever you move the cursor towards the far edges of the screen making it not quite the chore that it sounds. On the other hand, it's not much fun either! If you get a ball to go down in under fifteen shots on your first round you'll be lucky, so don't expect to finish the two courses for a good few weeks

Options galore!

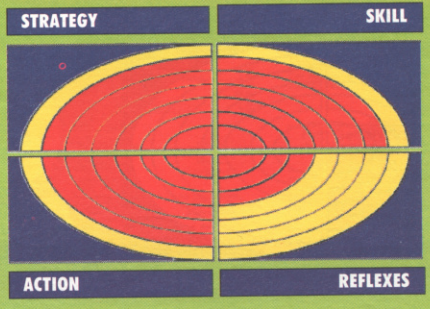


Only the best will do.

PRACTISE MAKES PERFECT

Picking up the skills needed to get a few birdies is not easy, but there are a whole series of pros on hand, to pass comment on your shots in the training mode. They're not very helpful, but at least you can get a few holes in before being dumped in at the deep end. There's an endless amount of clubs to choose from, and if you don't know your five-iron from your sand wedge you'd better learn fast! The computer players are ranked in skill levels right up to Faldo himself – even Joe Average is a bit of a hustler, so don't be too proud to go for the dope!

Right on the edge of the rough!



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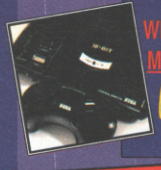

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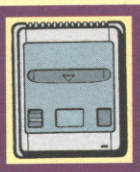


Life at the beginning of time was certainly no bowl of cherries – just ask poor old Chuck Rock. Generous to a fault, loving husband and all-round nice guy, the granite-jawed caveman hero of Sony's latest platform romp has had his beautiful wife Ophelia kidnapped by the spiteful villain of the piece, Gary Gritter (ho ho). Never one to take matters lying down, our Chuck has stuffed himself full of fattening dino-snacks to achieve maximum flab-factor (don't worry, it's all explained in a minute) and set off across five stages of prehistoric madness to give the evil Gazza a good bashing and re-unite himself with his loving spouse. He may be a lumbering troglodyte with a body odour problem that could strip paint at fifty yards, but Chuck knows that a man's gotta do what a man's gotta do. The only question is, can YOU do it?

Having been converted from an Amiga game that is now getting on in years somewhat, Chuck Rock can't help but look a little dated when held up to similar titles. It's not that it's badly designed; it's in the execution that the problem lies. The game's just too sluggish and slow for any real sense of fun to develop and, because the sprites are quite large and chunky, there's never much room to move around, which soon becomes frustrating. Of course, if you're willing to learn all the pitfalls and baddy attack patterns you'll succeed, but I honestly couldn't find any incentive to do so. Chuck Rock is by no means one of the worst platform games available on the SNES, but it doesn't really contribute anything to the genre, and so unless you're a die-hard platform fanatic, I can't see you getting much fun for your forty quid.

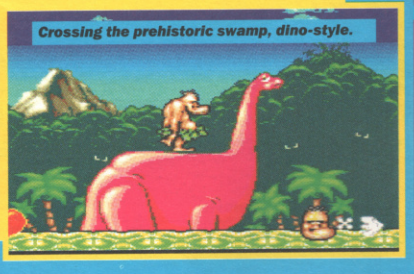
GARTH SUMPTER

Look out for the coconuts lobbed at you from palm trees.

As Van Halen said... Jump!

STAGES OF EVOLUTION

Each of Chuck Rock's five stages has a distinctly prehistoric theme and is broken down into a number of sub-levels, each of which must be completed in turn. Starting off in the Jungle, Chuck must also battle through an erupting volcano, a primordial swamp, a frozen ice-age wasteland and finally a dinosaur graveyard. The objective of each level is simply to get to the exit at the far right of the landscape as quickly as possible, with a big boss dinosaur or other such fearsome guardian to battle at the end of each stage's final level. Nice.


Crossing the prehistoric swamp, dino-style.

Look at that size of that dinosaur!

Here's a sneaky peek at the Mega CD version – lumme!

BELLY LAUGHS

Chuck uses his belly to see off a baddy.

Chuck Rock isn't the brainiest of lads, and he's forgotten to arm himself with a club or spear prior to setting out to rescue Ophelia. It's a bit of a stroke of luck, then, that Chuck is such a fat git, because his wobbling belly acts as the ideal defence against the multitude of assailants. When an enemy gets within range, all Chuck need do is shake his hips to lash out with a lethal quivering stomach blow. Unfortunately, Chuck's belly isn't quite THAT big, so an enemy has to get very close before he's within striking range.

CK

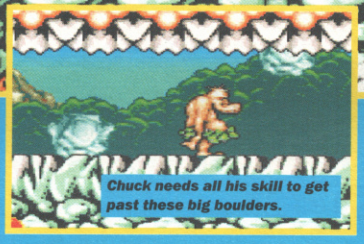
CHUCKING ROCKS

Some helpful birds can pick you up and carry you over dangers.

One of Chuck Rock's most remarkable skills is his ability to... chuck rocks! In these prehistoric lands, there are big boulders lying scattered all over the place, and with Chuck being the beefy feller he is, it's no problem for him to pick them up and carry them around. Armed with a giant rock, he can then throw it to squash baddies or use it as a mobile platform from which to gain extra height for tricky jumps. One word of warning though – these boulders are heavy, and control over Chuck is much more sluggish, with slower walking speed and shorter jumps when he's carrying one.

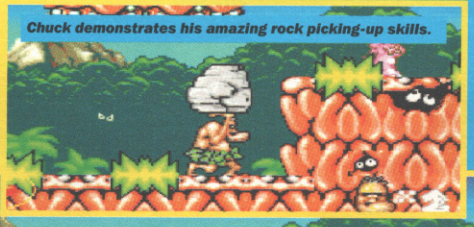
BAD BAD BOYS

Putting aside the glaring prehistorical inaccuracies for a moment (cavemen and dinosaurs living in the same time period? I don't think so), there's a weird and wonderful array of enemies just itching to snuff out Chuck's life. Dinosaurs of all shapes and size comprise the main threat (although some can be helpful, with the big brontosaurs carrying Chuck across rivers), with fish and birds all helping to hinder your quest. The latter are particularly pesky with their aerial attacks, so Chuck also has a jumping kick in his armoury to deal with these.



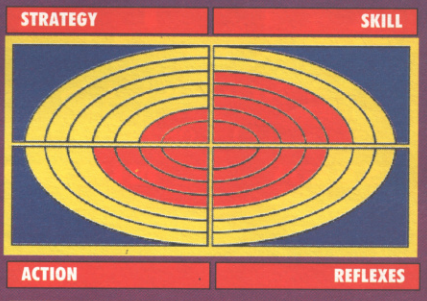
YUM YUM!

Points can be accumulated by bashing the belligerent baddies or by collecting the many different prehistoric pick-ups. For reasons which no palaeontologist could possibly fathom, these can be found scattered just about everywhere. There's a special set of goodies for each level, ranging from orange slices that award a measly 200 points to big bones (phwoar) worth a spanking 10,000 pointeroonies. In addition, hearts can be collected which will top up Chuck's energy supply.



Chuck Rock is a strange game to convert to SNES. Even though it received impressive reviews and sold in none-too-small quantities when it was released on Amiga, we're nonetheless talking about a title that's well over eighteen months old. Its age shows; Chuck comes from a time when the cutesy style was king, whereas these days, games just seem that much 'harder'. Graphically it's blocky and far too gaudy, making it difficult to follow exactly what is going on in some of the levels. And on the subject of levels, they're just too similar to one another; there's little in the way of variation and, although they can be quite tricky, you gradually tire of doing the same thing over and over again. Poor Chuck – he was a bit of a cult hero in his day, but that day is long since past and, while you won't feel ripped off if you buy this cart, you'll definitely feel as though you could have made a wiser purchasing decision.

PAUL RAND



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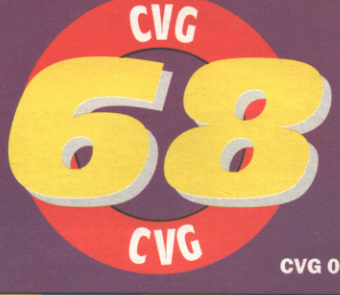

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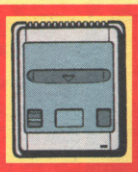
CVG REVIEW

BEST OF THE BEST

SNES

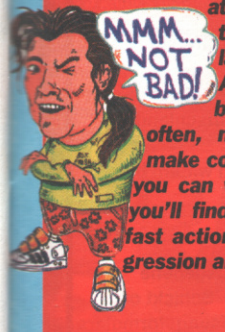
BEAT 'EM UP

BY LORICIEL
£39.99



As a bit of a martial arts expert, nothing narks me more than inaccuracies in fighting games. Best Of The Best was originally released as Panza Kick Boxing, named after the famous French fighter, Andre Panza — but for the SNES it's all changed. Although the cart retains all the garb, pads and dress of the kick boxing game, you've now been thrown into a karate championship. Kick boxing is nothing like karate; if the big bods at Loriciel had wanted to swap names that badly, they should have made the content authentic! The game caused quite a stir on PC and Amiga due to the sheer number of moves: there were tons of them, produced by digitising Panza's fighting techniques and drawing over them. How does this system fare on the SNES? Read on. .

Best Of The Best has huge potential that's never fulfilled. Digitised footage of real kick-boxers, using scores of moves, should mean an incredible fighting experience. The animation is amazing and knocks the stuffing out of every other beat 'em up around, SF2 included. However, BOTB takes a severe nose-dive in playability. Each movement determines a different attack pattern, but the time taken to execute one can last for up to two seconds! Also, the fighters tend to be drawn together too often, making it impossible to make contact. Very frustrating. If you can work around these bugs you'll find the game a treat, but fast action freaks beware — progression and combat are sloooow!

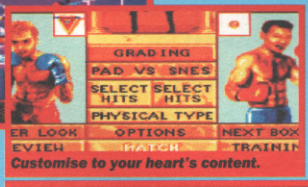


STEVE KEEN

GRAPHICS	%	90
SOUND	%	78
GAMEPLAY	%	79
VALUE	%	79

Take it like a man, on the chin!

NOW FIGHT!



Customise to your heart's content.

The 'Match' is where the action is. Fight against a friend or the computer — it really doesn't matter. Choose from a whole bank of opponents with different qualities, and even adapt their looks. it's up to you how long each bout is, but once your five lights have flickered off the screen, you're out for thr count. Defeat all-comers and you'll progress to the ultimate challenge, 'Kumate', in which you fight six adversaries in turn. It's no holds barred and each guy's tougher than the last!

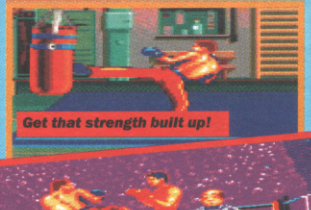
WORK IT OUT!

To be the best you've got to train hard, like a third division footballer and then claw your way to the top. A quick trip to the gym should sort you out. To take on the rock-hard skull crackers you have to considerably boost your vital attribute percentages by pummelling gym equipment. Whacking away at the bag with the 'B' button increases strength, sparring with a foppish opponent pushes up resistance and, to bolster your reflexes, kick one of three pads when they pop out towards you.

High fliers, watch out!

Roll up! Roll up! Get your hits here.

The reverse spinning back-hander, my fave!

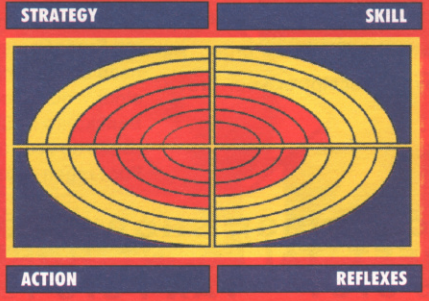

Get that strength built up!

If you can't take it to the body try the happy sacks!

THE PERFECT COMBINATION

Eat your pixels out, Streetfighter 2! BOTB has no less than 55 (gumph!) kicks and punches to choose from. They're all stored in the hit list, so skim through them, pick 13, and position them around the joypad to be used wherever needed. Some tactics will work on some opponents better than others – but once you've found a couple of really awesome combinations, stick to them: you won't be beat.

Down but not out!



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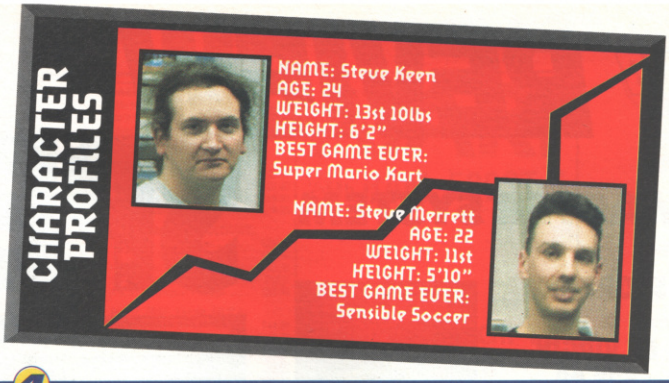
Have you ever heard that there's a smidgen of rivalry between CVG and its sister publication, Nintendo Magazine System? Yes? Well, you of course must also know that the CVG boys are the best gamers on the planet, but those prattling pranetts at NMS still beg to differ! So, with the acrid smell of battle (and devoured odour eaters) in our nostrils, we decided to throw down the gauntlet. The mother of all magazine battles was arranged, with one nominated player from each team to go head-to-head playing a single game in a tough-as-old-boots sudden death wipe out!

2 PURE ATMOS!

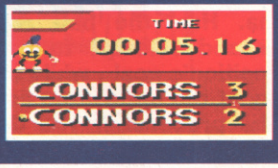
With the contenders chosen, the atmosphere at CVG Towers was electric. All that remained was to find a game that neither of the boys had played. Luckily enough, those generous chaps at UBI Soft came to the rescue. They came whizzing over from their London offices with a spanking new copy of their latest game, Jimmy Connors' Tennis, and a whopping magnum of La Champagne for the victor!

After a few choice tips from the UBI professionals, the two boys knocked up for a few minutes before the games were declared open.



4 SAD CHEATS AHOY!!

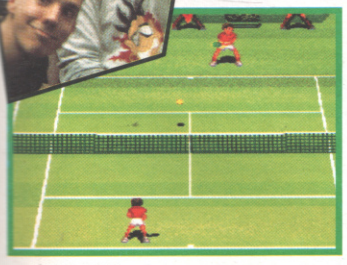
As the third game began the NMS toady just couldn't keep it to himself any longer and blurted out that he'd received an imported copy of the game the day before and had perfected his incredible services at home! It was no good complaining now. Steve K battled on, pulling back two games before losing the third. Keen knew he was really up against it, and decided that the situation called for a few well-timed coughs and chokes in order to try and put Merrett off his deadly serves. It worked! The NMS bozo completely lost his concentration, allowing Keeny to equalise. Three all! The ball was firmly in Keen's court now the lad had truly found his Wimbledon legs, smacking a few well-placed scorchers of his own at Merrett and taking the next two games.



The CVG INTER-MAG CHALLENGE

1 FIGHTING TALK

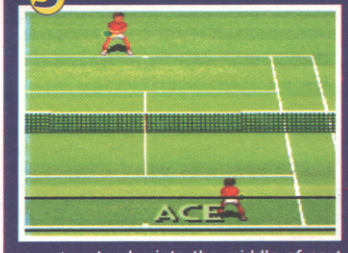
After much squabbling as to who was going to have the honour of representing the CVG crew, Steve Keen was shoved forward; partly because he says he's a games playing demon, but mostly because he weighs fourteen stones and has a black belt in judo. Lumme! His clued-up opponent was to be none other than Mr Sleaze – NMS's deputy editor, Steve Merrett. Merrett is not entirely new to competing in games championships; last year he won the Butlins' Streetfighter tournament – but only by lying about his age!



3 THE BIG FIGHT IS ON!

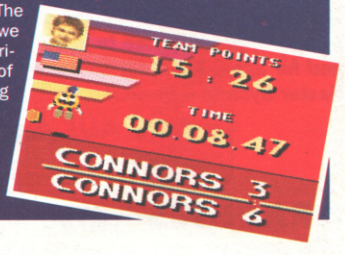
Both players opted for the skills of Connors himself and selected traditional Wimbledon grass for the combat zone. Steve M began as he meant to go on by delivering a string of blistering chalk dust serves. These inept tactics seemed to work though, as the best Steve Keen could muster were a few aimless swats at the highly poilished balls that were coming towards him. (Eh? -Ed) Two games down and the CVG boy began to smell a very large rodent! NMS' champ was just too classy, a trait that anyone who knows him would realise is well out of character!

5 HOT STUFF



Steve M was beginning to feel the heat and, as the rest of the CVG boys began to chant 'LOOOOSERRR!' at the sad NMS cheat, Keen realised that his home crowd advantage was beginning to pay off. Merrett was now five-three down and fluttering all over the court in desperation, as he tried to scrape back a point or two. But Steve 'Giant Killer' Keen was having none of it, kicking the young pretender into the middle of next month as he hit the final killing stroke to beat the NMS sad lad by an incredible 6-3! The war was over, the champagne flowed and we were left to reflect on yet another fine CVG triumph, won against all odds. What a bunch of heroes eh? (And what a bloody cheating slimeball that Steve had to play too!)

If you think you're good enough to take on the CVG boys at their own games, fill in the form below and hey? Who knows!



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REVIEW

SPEEDBALL II

MASTER SYSTEM

SPORT SIM

BY VIRGIN
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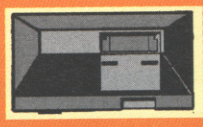


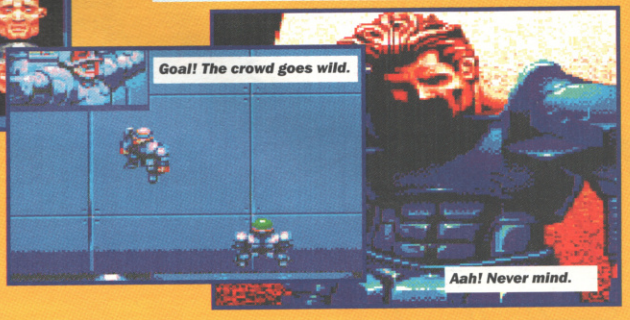
In the 21st Century, the big spectator sport is Speedball, a futuristic mix of American Football and our own beloved Soccer. The rules are simple: two teams of nine people battle it out in a massive arena. Hurl the ball around the park and attempt to it into the opposition's goal , while injuring as many of the opposition as possible in the process. If you don't have the ball, don't worry; just break someone's legs and get it off them! It's just pure violence, and it's time to take a swing at it.

Speedball II is one of the all-time classic sports sims – and I've never played it until now! Speedball II has appeared just when Master System software was beginning to look a little worse for wear, but this triumph should get gamers the world over dragging their Master Systems kicking and screaming from the cupboard. Graphically, Speedball II is nothing amazing, with big and bold sprites running around the screen at quite a nippy pace. There's a lack of presence in the sound department too, but the gameplay is excellent. You'll get into Speedball II far easier than you'll get out of it – it's just sooo addictive. You'll spend absolutely ages trying to progress to the top of the first division and, once you're there, there's plenty left in the two-player game to keep you occupied for ages. The best sports sim on the Master System – Period!

PAUL ANGLIN

THREE WAYS TO PLAY

Speedball II gives you three different styles of play to choose from; Knockout, League or Cup. In Knockout you play a series of Exhibition games against increasingly tough opposition until you lose. The Cup tournament is an elimination competition involving all sixteen teams in the WSL. The League is where the real men compete. You're placed in a fourteen-game season against every team in the league. You begin in Division Two and if you win promotion to the next division you are given a password so that you can continue your progress.



CAN YOU MANAGE?

As well as controlling the team's playing styles, you also get to lord it over all the boys like a latter-day Bill Shankly. On the manager screen you have the task of preparing the lads for their next match. To bring your team up to scratch, you must buy and sell players, as well as train up your current bunch of thugs. There are eight different attributes for each player. Some, like the Bitmap Shades, are completely useless, but others like the brain boosts (that'd be a good idea for Keen), go a long way to helping out your players on the pitch.

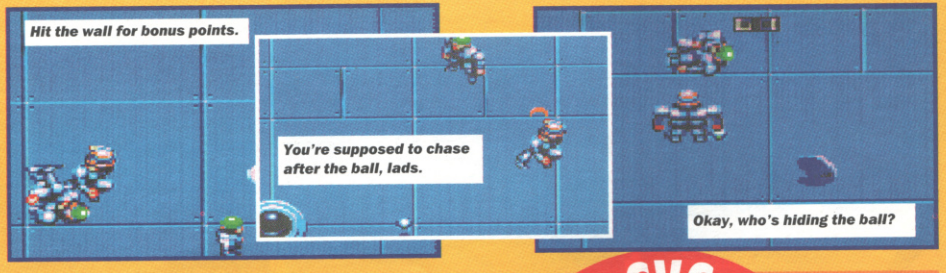
WELL... IT'S A BONUS INNIT

There are many ways to tot up your points in Speedball II. A goal is worth ten points, but if you want to win the World Speedball Cup, you'll have to master all the different ways of scoring.

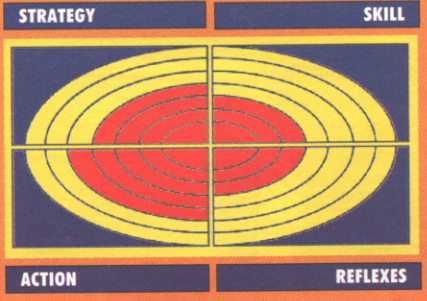
Bounce Domes: There are two of these on the field (one at each end) and are worth two points each time you hit them.

Stars: These are situated on the walls and act in exactly the same way as the Bounce domes. If you hit all five of the stars you gain a ten point bonus.

Score Multiplier Ramp: Now this is how to really score points. If you throw the ball up the ramp you'll activate the score multiplier. Then, each time you score, (including bonus points) your points will increase by 50 per cent. Roll the ball up there a second time and all points will be worth double.



GRAPHICS	**%**	**86**
SOUND	**%**	**79**
GAMEPLAY	**%**	**91**
VALUE	**%**	**92**



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The new Atari Falcon 030 is expected into stock soon. It is a powerful, versatile, multipurpose home computer, offering unmatched performance for its price. Included in its advanced specification are multiple co-processors for sound and graphics, true colour displays from a pallet of over a quarter of a million colours and 16-bit stereo sound input for speech recognition and sound sampling. These all combine to provide a new computer capable of running unrivalled sound, graphics and multimedia applications. The Falcon is an ideal upgrade for Atari ST owners who are looking for a more powerful model, as it is compatible with the majority of ST application software. Call for details of availability.

ATARI FALCON 030
16MHz 32-Bit 68030 CPU, 1Mb RAM, 3½", 1.44Mb FDD

HARDWARE:

SOFTWARE:
CALAPPT - Personal Information Manager - Enhanced version calendar allowing import/export & printing
PROCALC - Calculator
SYSTEM-AUDIO-MANAGER - An Auto Folder/ Desk Accessory combination that allows the user to record sounds from a microphone and assign various system functions
TALKING CLOCK - Announces time at preset intervals
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1Mb RAM - 0Mb HD	4Mb RAM - 0Mb HD	4Mb RAM - 65Mb HD
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This pack combines the 1040ST-E with the renowned MIDI package PRO 24 III to provide a perfect environment for novice and professional alike. Using any MIDI keyboard, PRO 24 offers the ability to write and compose music to a very high standard. You can record up to 24 tracks simultaneously, and then apply real time editing.

HARDWARE:
1040ST-E COMPUTER £299.99
8MHz 16-Bit 68000 CPU, 1Mb RAM, Mouse, TV Modulator, Internal PSU, 1Mb Disk Drive

SOFTWARE:
PRO 24 III £150.00

PLUS! FREE FROM SILICA:

Silica Productivity Pack	£104.97
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£299 Inc VAT - Ref: STC 1261

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HARDWARE:
1040ST-E COMPUTER £299.99
8MHz 16-Bit 68000 CPU, 1Mb RAM, Mouse, TV Modulator, Internal PSU, 1Mb Disk Drive

SOFTWARE MODULES:
PLAY AND LEARN - A Game with Words and Sentences ... £76.59
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THE MAN OF STEEL SUPERMAN

MEGADRIVE/ MASTER SYSTEM
BY VIRGIN
£TBA

It seemed an ordinary day at the Daily Planet. Clark Kent was doing nothing in particular, Jimmy was taking pictures of the water dispensers and, of course, Lois was off chasing a hot exclusive – and that was the problem! Lois had been gone all of the morning, without so much as a word from her. People were getting concerned, not least of all Sup..I mean Clark.

So, come his lunch hour, the man Kent dived into the nearest phone booth for some telephonic tomfoolery. Then, out of the seemingly-innocent call-box, came Superman!

He knew his love needed rescuing, and there was no time to spare.

Blimey! The man of steel is about to touch down on Megadrive and Master System in his biggest adventure yet! Superman has been out of the limelight recently, but Virgin are readying themselves to unleash the crimebuster on an unsuspecting public. The game should be available on import at any time now, and an official release date is currently being decided on. Read on; this is gonna be big!

IS IT A BIRD?

Superman is split into two different types of game; there's the bog standard platform-based fun, and the flying sections. On the platform levels you can defend yourself by kicking and punching your enemies. You can still fly in these sections, but you'll probably miss most of the things that you were supposed to look for! The real flying stages take place solely in the air and Superman is equipped with laser-beam eyes to deal with his foes.

IS IT A PLANE?

Some of you may not recognise all of the bad guys in Superman. That's because, rather than the enemies Supes faced in the movies, he's up against his foes from the original Marvel comic adventures. The comic book Superman has been doing the rounds since the dawn of time, having faced some of the most evil super-villains ever seen, such as Brainiac, Lex Luthor and even the three super-baddies seen in the second of the Superman films; General Zod, Non and whatever the other one was called. Best of all, you even get to give some of these guys a bit of a kicking in the cart!

NO IT'S A ...

With the release of Superman on both Sega formats, the question everyone is asking (or at least should be) is – how different are the two versions? Apart from the obvious graphical differences, there's not been a huge amount of change between the Megadrive and Master System games. The object of your mission is the same; rescue the lovely Lois Lane, who has been hidden on a spacecraft way up in the clouds. Both versions feature flying and platform sections with plenty of death and destruction – excellent! So, expect the full review first in CVG – soon!

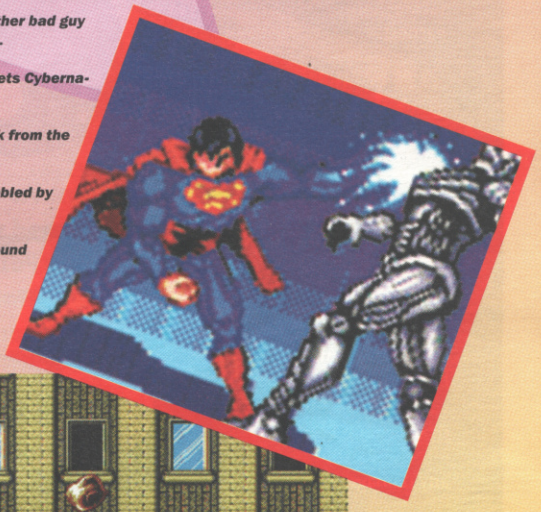
TOP LEFT: Supes collars another bad guy in one of the may cut-scenes.

BOTTOM LEFT: Superman meets Cybernator!

TOP RIGHT: A great right hook from the man of steel.

CENTRE:: Superman gets nobbled by a flying saucer-type thing.

BOTTOM RIGHT:The Underground gets worse and worse!



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HIGHSCORES

Dear Wimps...

Right creeps! The boys and I can hardly contain ourselves this month 'cos we know how incredibly brilliant High Scores is going to be! Yeah, you should have heard by now that your favourite mag is about to go BALLISTIC with an incredible 164 pages of reviews, news, features and more games than you can fit inside Cyril Smith's trousers! So it's only natural that the world's most respected High Scores pages are to get a total revamping. But we're going to need your help.

Every month you'll be able to check out the biggest and hottest scores from around the world, but in addition we want every entry to be accompanied by a colour photo of the scorer and about 20 words describing yourself. The top contenders will then be sifted out and thrust into the all time Hall Of Fame to show who the greatest lads and lasses are in the world. Not only that but every month some lucky punters will be selected to spend the day at CVG Towers with the crew. They'll nosh down at the local food emporium and then get dragged back to the Games Pit to challenge each other and their heroes on a selection of the latest and most exclusive video games in the Western Hemisphere. To show you what we've got in store here are a few of the boys' scores, if you can do better, Sadie wants to hear from you, NOW! So send off those scores and pics to:

YOU'RE CRAP, YOU ARE! CVG OFFICIAL HIGH SCORES, C/O SADIE, 30-32 FARRINGDON LANE, PRIORY COURT, LONDON, EC1R 3AU.

PAUL RAND
The world's fastest one-eyed joystick Geordie, is happiest when kicking balls.

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GARTH SUMPTER
Part man – part ferret,t his mouse amongst men has his second home is in a sewer.

SEWER SHARK - 855,050

GARY WHITTA
Chingford's only chinless wonder, breaks games as regularly as he breaks wind!

PARADROID - CLOCKED

PAUL ANGLIN
Paul's natural looks prove that video games are not a hazard to good looks.

CONTRA 3 - 18,450,230

STEVE KEEN
Steve wangs his joystick around most of the universe when he's off planet.

SUPER STAR WARS - COMPLETE

JON BILLINGTON
Jon sez he's the best at Mariocart but the boys say that he's spinning his chin.

MARIOKART – ALL RACES WON

JENNY AYBROOK
CVG's very own pin-up likes anything that's visually stunning and you can see why!

MARIOPAINT – PRETTIEST PICTURE

NEXT ISSUE!

NEW LOOK CVG

CVG has been around for almost 12 years now so kickin' other mags' ass is almost second nature to us now. But how does a magazine stay at the top of the heap for so long? Well, it changes, it moves with the groove and next month, CVG will moving into the next generation of Computer and Video Games.

BAZOOKA GIRL COVER

She's tough, she's mean, (she's an old drag queen!). Seriously though, we've always given you the best cover artists available, and next month will be no exception.

SO WHAT WILL CVG GIVE YOU?

- A FREE 96 PAGE TIPS BOOKLET!
- A MASSIVE 164 PAGES!
- OVER 40 OF THE LATEST GAMES REVIEWED!!
- ALL THE LATEST NEWS!
- EYE-POPPIN' FULL COLOUR!
- GO! THE WORLD'S BEST MAG FOR HAND-HELDS!

NEW SECTIONS! including...

STEVE SEZ, "WHAT'S YOUR PROBLEM?"

Send us your gaming and technical problems and we'll do our best to answer them. Keep the questions brief and you're sure to get an answer or two!

FREE TIPS BOOK

Yes! Completely free! A whole throbbing 96 pages of mega tips for all the latest games on both console and disk! No player should miss this – it's the most earth shattering publication since CVG and it's fit to bursting point with tips on all the latest and greatest games!

COVERLINES

CVG is never at a loss for for a cover but some are certainly better than others. Here's a selection of some worthy of note... for whatever reason!

AUGUST 1984
A real stinker of a cover I think you'll agree. But still CVG is covering all the latest in games software; on the ZX Spectrum 48K, BBC, something called a VIC 20, the Commodore 64 and that well known Welsh invention, the Dragon.

AUGUST 1992
Big is beautiful, as our Final Fight cover proclaimed seven months ago. Poison, the young woman in question, managed to get quite a few people hot under the collar including the staff at WH Smiths.

NOVEMBER 1991
This particular issue saw Mad Mike's Moonwalker moon-walk onto the cover with Dragon Breed taking pride of place as the front page.

ON SALE 15th APRIL!

Within the pages of the May issue, you'll discover video game heaven. A magazine packed to the gills with all the very latest news, features and over 40 of the latest games reviews. We'll also be packing more information into a page than ever thought possible whilst keeping to the award winning, CVG style.

But rather than just thrust our new bits under your nose next month, we're giving you an exclusive preview of the new look that all our competitors will have to adopt to survive. If we sound confident it's because we know what you want. The new look is based on a survey of CVG readers!

All You Need to Know!
Machine, manufacturer and price, right at your fingertips.

See the Graphics Before You Buy!
Loads of high quality screen shots that show you exactly what a game looks like and full sequences that give you a real feel of what it's like to play.

Get Into the Mood.
What's it about? – the whole plot and nothing but the plot!

Give Yourself the Edge!
Maps complement the text so that you know where you're going and how to get there.

Tricks and Tactics
Weapons, special moves and such are all explained, giving you a real fighting chance to get struck right in from the beginning.

Get Game Knowledge
If you need to know the characteristics of your confederates, we tell you.

Become the Best
The best players start here with step by step action sequences, showing you how to get past some of the trickier bits.

The Best of the Best!
You've got to be the best to beat CVG gamers. And they will show what the best controls are show you how to play to win!

Informed Opinion!
We've played just about every game there is so when we say something is worth buying, you know that you're not wasting your money.

Reasons to Buy.
It's very rare that a game doesn't have some drawbacks and if a game has no good points then we won't review it!

Get the Full Picture
CVG's scoring system is the best! It's been copied by others time and time again and now we'll be giving a short description for each mark.

Make the Right Decision Every Time
Want to play a cart with a particular recipe of game qualities? Once again, we show you what a game's 'mix' is.

CHEAT MODE

Super Mario Kart has quickly become a real office hit, with everyone queuing up to smash sad Rand off the face of the earth. There has been much cussing as the boys battle it out for supremacy on the tracks. Well thankfully you don't have to go through all this malarkey, 'cos fresh from causing mayhem on the roads of Canvey Island is that young fop, Paul Anglin, with part one of the complete guide to Nintendo's latest and greatest racer. Take it away, Angers!

SUPER MARIO KART GUIDE

FAVE RACERS OF THE BOYS

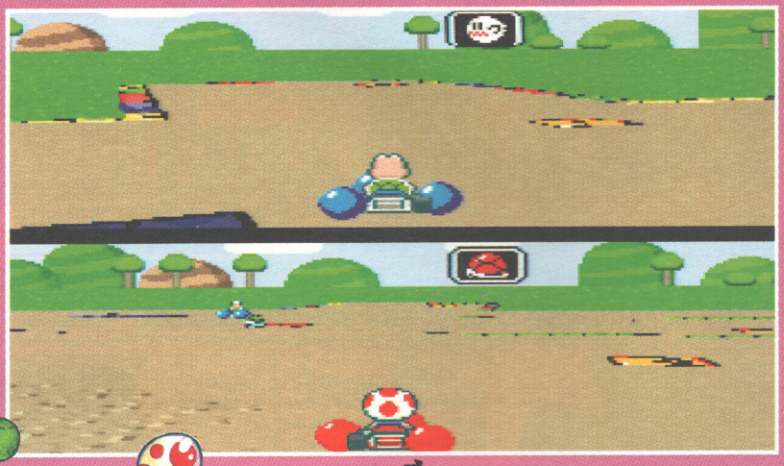
Everybody has their faves and here's ours:

Paul

Koopa's the greatest in my books 'cos he's dead fast and has big eyes so he can see old people on Zebra crossings unlike me.

SLIP SLIDING AWAY

When you see what looks like a load of grit on one of the bends on the track, this denotes a skid pan. These are very slippery, so you should try to take the corners wide to try and avoid them, or if you have to go through them, tap the joypad round rather than do the corner all in one go.



	Accleration	Top speed	Road holding	Road handling	Overall	Extra Info
Koopa	3/5	4/5	3/5	4/5	4/5	Probably the best all round Karter in the world.
Bowser	2/5	4/5	4/5	2/5	3/5	Only for people who don't crash - ever!
Luigi	3/5	3/5	3/5	3/5	3/5	Too average to bother with.
Toad	3/5	4/5	3/5	4/5	4/5	Second only to the great Koopa.
Princess	4/5	3/5	2/5	5/5	4/5	Very nippy, but she doesn't grip the road too well for a thin lass.
Mario	3/5	3/5	3/5	3/5	3/5	No abilities to set him apart from the rest.
Donkey	2/5	4/5	4/5	2/5	3/5	Fat boy's worth using if you're patient.
Yoshi	3/5	3/5	3/5	2/5	3/5	Pretty fiddly to control.

THE PERFECT START

The best way to move up the field quickly on Mario Kart is to get off to a flying start, and there is a way to get a real fast one. Here's how to do it: The secret is to press your accelerator sometime after the first light goes, and just as the second one lights. The exact time is different for all the racers, so you'll have to practice it, but it shouldn't take you long.

CHEAT MODE

Garth

Princess Toadstool is a real babe. She's fast, slinky and has lovely long hair even though it's not as long or lovely as mine.

Rand

Donkey Kong does it for me as he has unlimited Paunch power. Paunch power, paunch power.

Steve

I think Yoshi's great, me 'cos he has real firey breath jut like me when I wake up in the morning.

Jon

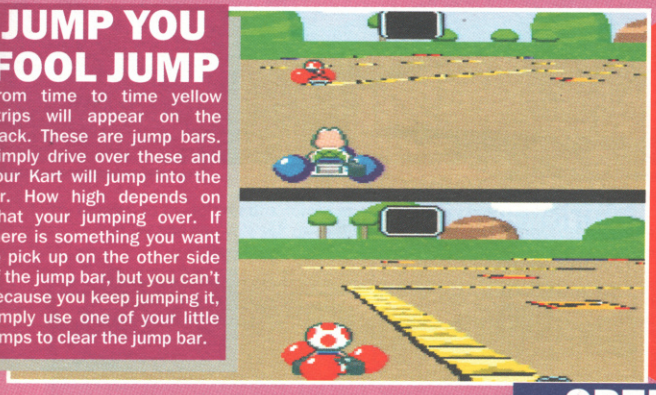
Toad's top boy 'cos his huge head wobbles all over the place when he turns. I have a large head and I wobble a lot when I walk as well.

Jenny

Bowser's just dreamy 'cos he wears these big studded things round his wrists and he's just one big stud - just like Jon really.

JUMP YOU FOOL JUMP

From time to time yellow strips will appear on the track. These are jump bars. Simply drive over these and your Kart will jump into the air. How high depends on what your jumping over. If there is something you want to pick up on the other side of the jump bar, but you can't because you keep jumping it, simply use one of your little jumps to clear the jump bar.

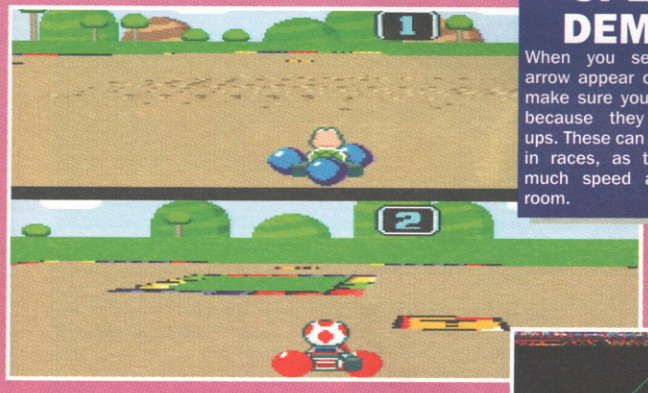


HE'S BEHIND YOU

It's split-screen action for two players, but if you're playing in one player mode, the bottom half of the screen is a map of the track with all the racers on it. If you tire of this , simply press select and the bottom screen will be turned into a rear view mirror. This can be very handy when placing banana skins on the track, as you can see exactly where your opponents are in relation to you. The map is also very handy for checking up on what is coming up next. The best solution is to stay on the map screen, but switch to the rear view when you need to dump a banana skin or some other weapon.

SPEED DEMON

When you see a yellow arrow appear on the track, make sure you head for it, because they are speed ups. These can prove critical in races, as they give as much speed as a Mushroom.



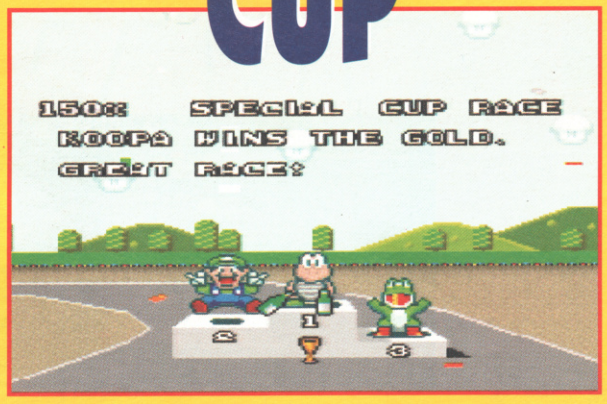
C&C SPEED FACTORY

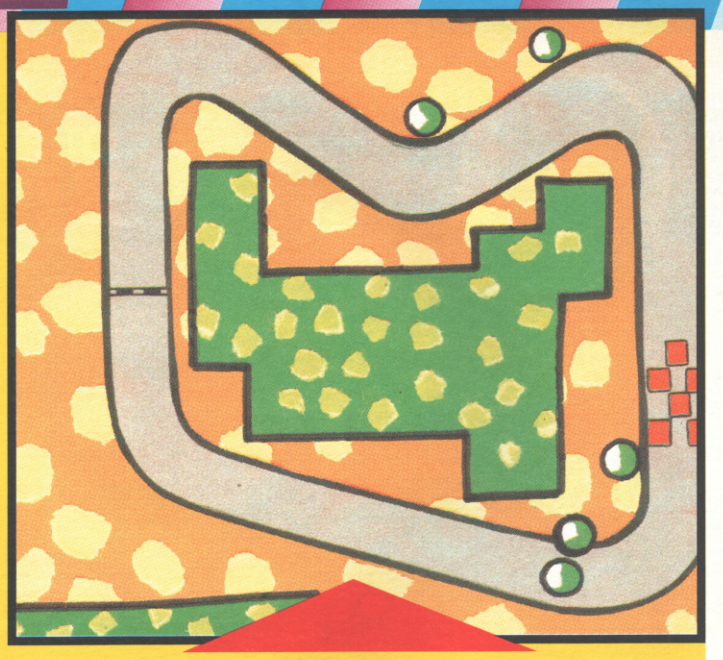
When you begin the game, you're given the choice of 50 or 100cc races to compete in. When you eventually win the gold in every league on 100cc, you will then be able to move up into the real games players league, and race at 150cc. Wait there's more, come first in every league on 150cc, and you'll get another league to race in and that's for the CVG boys only.

MR. MOLE

When you start to get into the big boys league of Mario Kart, you'd better get ready to encounter the dreaded moles. The easiest way to deal with these critters is to try and drive around their holes, but if one attacks you the only way to get rid of it, (unless you have a weapon) is to use you small jumps which as you should know, are operated by using your L and R buttons.

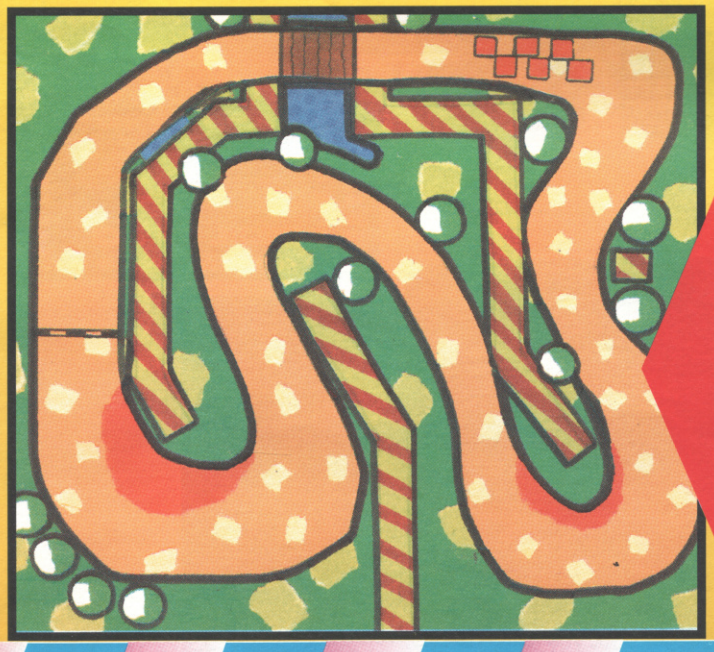
THE MUSHROOM CUP





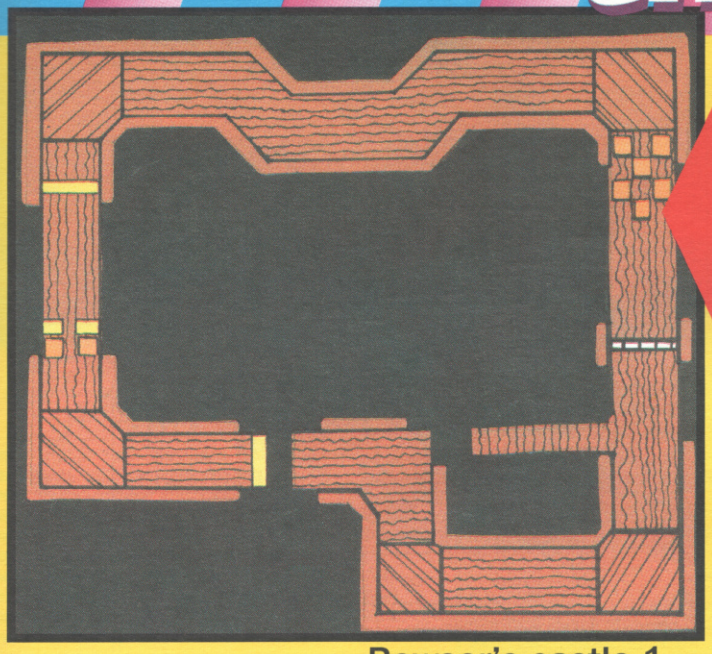
Mario Circuit 1

This is the ideal place to use a mushroom if you pick one up.



Donut Plains 1

1) The bridge is a good place to use banana skins.
2) Take the corner with the skid pan nice and wide.

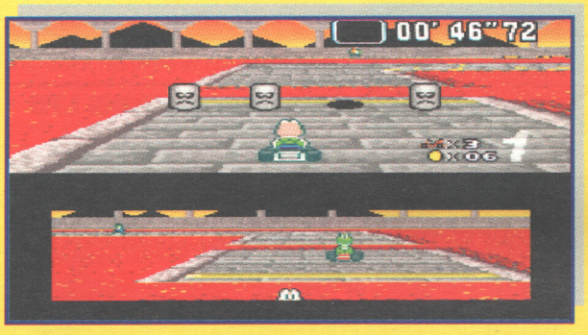


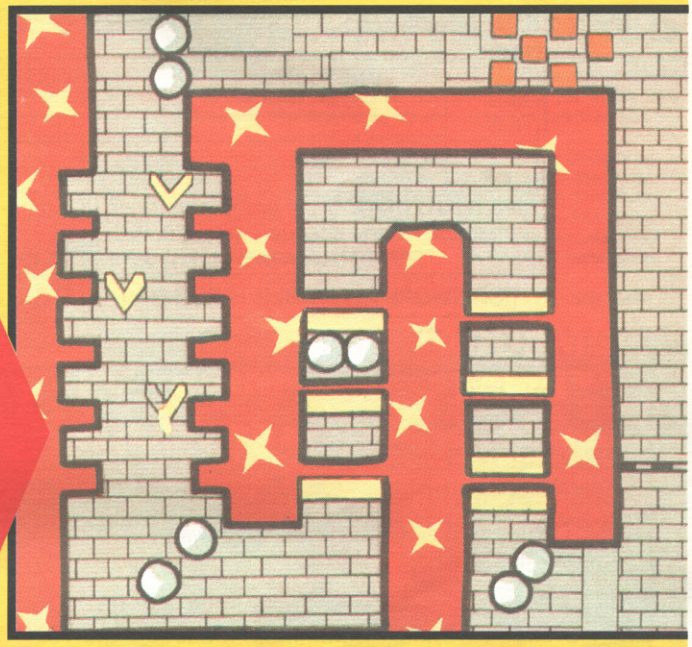
Ghost House 1

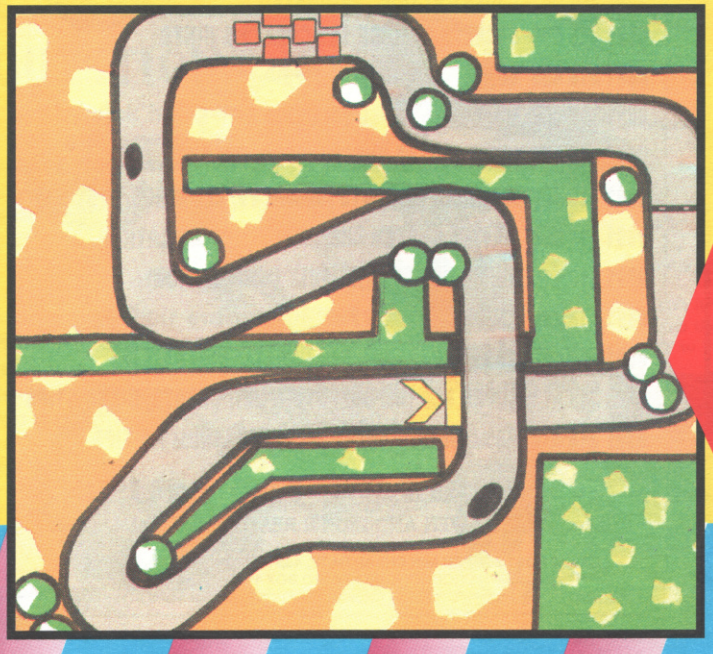
Use a feather here to cut the corner. But slow down at the end or you'll go over the edge.

Bowser's castle 1

1) Try to keep to the left on this corner as you will be able to hit both speed ups.
2) Try and line yourself up in-between the heads before you get there.
3) Don't use any shells on the jumps 'cos you'll waste them.

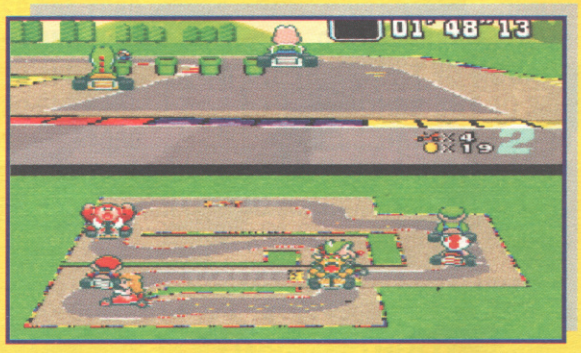






Mario Circuit 2

1) Line yourself up between the pipes before the jump
2) This is the perfect place to use a Mushroom as it will give you a mega high jump.



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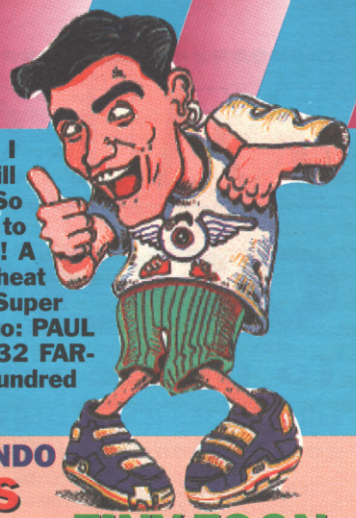
CHEAT MODE



Greetings, and welcome to this collectors' edition of Cheat Mode. "Why collectors'?" I hear you cry. Well, as from next month Cheat Mode, along with the rest of the mag, will be undergoing a facelift more dramatic than anything Michael Jackson has ever seen! So get ready for some of the things that are coming your way. We're talking a player's guide to something every month! Pages of Action Replay and Game Genie codes every month!! A packed Question Corner and maybe even more!!! So, get ready for the mother of all Cheat Modes. Until then, enjoy this month's brief smattering of cheats and the start of THE Super Mario Kart guide. Once you've managed to calm down a bit, post all your top cheats off to: PAUL ANGLIN'S "IT MUST BE MY LUCKY WEEK" CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, FARRINGDON, LONDON. EC1R 3AU. And remember kids, there's one hundred and fifty sovs worth of software for the best cheats, map or solution! So get playing.

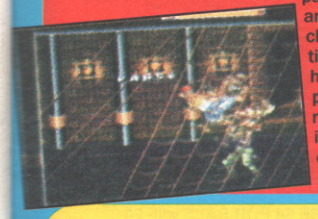
ECCO THE DOLPHIN

Amrik Sohal from Stratford has given up on trying to breathe underwater and has taken to sending me cheats for the classic Ecco. By the way, I've worked out how to say that now (it's pronounced EEEK-OH and not ECK-OH like some sad gits do). Anyway, go to the level start screen using the password system. Hold Start and A. Keep them held down until the level begins. The game will pause; release A and unpause with Start, now Ecco is invincible.

STREETS OF RAGE II

MEGADRIVE

David Briefly and Robert Tan (what an odd couple of surnames) have combined their efforts to come up with this little snippet for Sega's superb beat 'em up. On the options screen, use the player two joypad and hold down A and B and use C to change the skill settings. If the cheat has been activated properly you can now play the game in very easy mode or mania mode.



SONIC2

James Munro, who comes from a rather strange place known only as Kincardineshire, has sent this top cheat for all you Game Gear owning Sonic fans. In the introduction when Tails runs away from Sonic, wait until he reaches the middle of the screen, then press 1, 2 and start (keep them held down). Then when Sonic is waggling his finger, still pressing the above buttons in order, start to go round and round on the control pad until you hear a ping noise. Let go of the button and there you have a level select.

GAME GEAR

PC KID II

Hey Paul, was it your idea to enter this PC Engine cheat?"
"Yes it was my idea." Go to the option screen and press button II and run at the same to see all the bonus games.

NES/SUPER NINTENDO

BATTLETOADS

Hurrah! This month's first token Aussie comes in the form of Joel Tranter from West Perth. He may be a cork hat wearing saddie, but he certainly knows a good cheat when he sees one. Here are a couple of warps for Battletoads. On level four there is a warp that takes you to level six. It is just above the first falling platform near the end of the level. Keep jumping up and down on the first falling platform and it will appear!
On level six there is a warp to level eight which lurks in the second snake section. Just run to the end of the first snake in the second section and then fall onto the far right platform.

TINY TOON ADVENTURES

We may have only just reviewed the game but the fax machine of that Nikolaj Rokke has made good yet again. This time it's sent us all the codes for this top Konami cart:

Looniversity:	Pluc Babs Gree
Wild West:	Road Max Elmy
Ghost House:	Gogo Shir Swee
Football:	Gree Pluc Babs
In the Sky:	Gogo Cala Road
Space:	Max Babs Swee
Menu with all the bonus games:	Elmy Shir Cala

PC ENGINE

TURRICAN

Another of MY Engine cheats. Go to the options screen and move the arrow to exit. Press the buttons in this order: I, II, I, II, I, II, I, II, I, II. Then press Start and you'll get an alternative menu screen that allows you to select an invincibility cheat.

ADDAMS FAMILY

Oh deary me. You Engine owners have let me down this month - not a single bloomin' cheat! Get to it. Until then here's another of mine. In the graveyard at the beginning of the game you'll hear Gomez say "Tully my good man, how about playing a round of golf?" While he's talking, push the control pad as follows: Up, Up, Right, Down, Left, Up. You now have 79 lives.

QUESTION CORNER

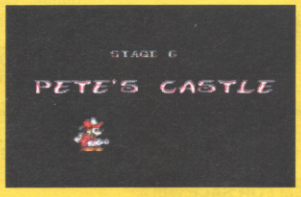
Just a quick hello this month 'cos as you can see we're running out of space. Remember if you're stuck on any game just jot down your prob and send it in to: I'VE GOT A POSER FOR QUESTION CORNER, 30-32 FARRINGDON LANE, FARRINGDON, LONDON. EC1R 3AU. Anyone addressing their entries to just Cheat Mode will be ignored and those sending their entries to Randy's Question Corner will get a good slapping. See you next month!

Dear Paul,
I've completed Dracula on the Lynx but I can't seem to get an end sequence. Is there something I should have collected that I missed or what?
Ben Williams, Adelaide, Australia.

Paul: If you're not getting an end sequence it's possibly because when you spoke to Dracula you didn't use your notebook immediately afterwards. You MUST use your notebook immediately, whenever instructed to do so.

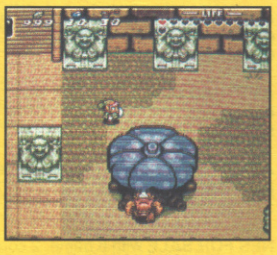
Dear Paul,
Arrgh! Please help me – I'm going mad! I just cannot kill the Ice Skating Pete in Mickey's Magical Quest. How the hell do you do it?
Emma Allman, St Ives, Cornwall.

Paul: Bit hard this one, isn't it? Here's how it's done: Start on the left ledge, jump the skater's fireballs and then he should skate over to you. Before he reaches you, jump on his head and wait in the middle of the pit. As he launches his fireballs, run up to the right ledge. Turn and jump on his head and repeat the previous sequence. By the time you get to the right ledge again, Pete will have changed his tactics. Change into Fireman Mickey and wait until Pete skates over again. If he tries a loop-the-loop then fire him to death. If he doesn't then just use your bottom bomb. Keep using these tactics and you should finish him.



Dear Paul,
I can't seem to do Palace Five on the game Zelda 3. Is there an easy way to do it?
Johnathon Willis, Hearne Bay, Kent.

Paul: This is just what I hate. You're not very specific are you? Well the only thing that I can think of is that Palace Five is easier with the Red staff which can only be obtained by going through Palace Six first.



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COMMODORE PC ATARI

KING ARTHUR'S WORLD

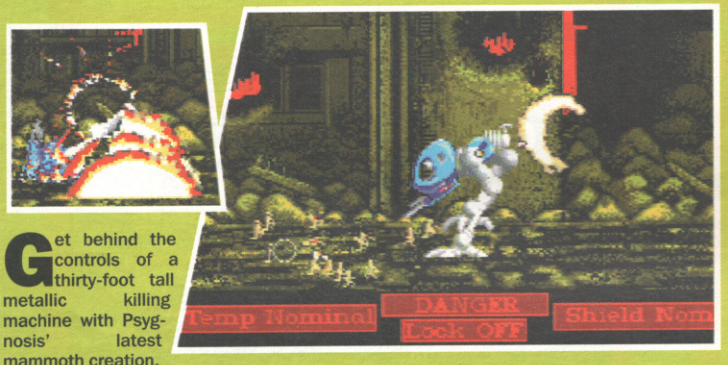
SNES • BY JALECO • £44.99

King Arthur's looking for new followers to join his crusade, presumably because the previous lot trotted out for a big knight out and haven't returned yet! The dozy king needs archers, swordsmen, engineers and foot-soldiers as well as specialists in explosives and magic. King Arthur's World boasts 23 levels and three different realms combining incredible strategy and action with some great 3D graphics. The game's in the mould of Lemmings, with you picking followers to perform specific tasks and thus progress through the game. In addition to the scores of puzzles, there are some disgusting enemies to contend with, including ogres, trolls, goblins and demons, each of which must be faced in hand-to-hand combat. Jaleco's cart is the first to include Dolby Surround Sound, which can be enjoyed by anyone with compatible stereo equipment for brilliant sound effects that echo and swarm around your bedroom! Look out for this one in the next issue of CVG.

If you thought this looked like Lemmings, you'd be, erm, right! King Arthur's World seems like fun, though.

WALKER

AMIGA • BY PSYGNOSIS • £29.99



Get behind the controls of a thirty-foot tall metallic killing machine with Psygnosis' latest mammoth creation, Walker AG-9. The massive mechanoid resembles something straight out of a Robocop movie or a mutated Star Wars flick! The aim of the game is to travel through time and wipe out your technically inferior enemies before they have a chance of smacking you about in the future. You'll be travelling through four different time zones, coming up against a horde of different military equipment that must be riddled with bullets and destroyed so that in the future it doesn't get the chance to do you in. The Amiga graphics look great; the scale of the towering Walker is kept realistic by the size of the tiny tanks, helicopters and other armaments that constantly come toward you. There are even groups of tiny soldiers, who try to lasso your pod before climbing up the outside and blasting it to bits! Looks great fun and we'll have a full review for you in the very next ish!

Big and bad. If you're in a AG-9, you never have to say sorry!

Hut, hut hut hut hut, huurt

CAPTAIN AMERICA AND THE AVENGERS

MEGA DRIVE BY DATA EAST • £39.99

The dreaded Red Skull is using a mind-control device to unite the world's most evil super-villains and place them under his command! Can you foil the Skull's fiendish plans for world domination? Find out with Data East's newest venture into Marvel territory. Captain America and The Avengers is a direct conversion of the multi-player coin-op. You can control any one of the heroes – Captain America, Iron Man, Hawkeye and Vision – and you don't have to take on Red Skull alone as you can drag in a buddy to play alongside for double arcade battling! The four characters are thrown into a whole host of different scenarios and pitted against more villains than Sherlock Holmes at a kleptomaniacs' annual convention! All the super-dudes have their own attack methods and characteristics, so pick whichever one you fancy. The game will be available for all Marvel fanatics in April – and we'll tell you all about it soon!

NIGHT TRAP

MEGA CD • BY SEGA • £39.99

Now this is more like it! Full motion video in real time with nearly two hours of constantly-running video footage provided on two CDs! Five beautiful, and we do mean BEAUTIFUL, teenage girls are being stalked inside an eerie house by strange creatures. As the main operative for the SCAT (Sega Control Attack Team) force, you must get inside the house and capture all the bad guys using a series of cunningly disgusted booby traps. Monitor the action in eight different rooms and try to keep up with the turn of events as you frantically switch cameras in a bid to find out the real secret behind the dark figures and the girls' mysterious hosts. A massive full review in the very next issue! This is fab! And it's got the fit one from 'Diff'rent Strokes' in it!

Tacky zombies, bad acting and lovely ladies all come together in Night Trap the CVG boys can't wait to get their sweaty little hands on it!

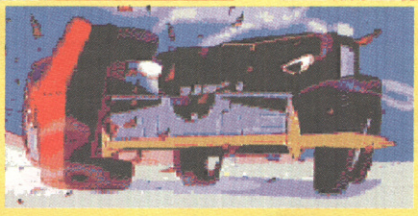
Two-player arcade fun and frolics abound in Captain America and The Avengers, coming soon!

You don't have to be only one character. Here, Iron-Man is practicing cheerleading for the Capt.

ROAD AVENGER

MEGA CD • BY RENOVATION • £39.99

Cartoon graphics? We got 'em! Any Akira fans out there will be champing at the bit when they get a load of this game. Produced by the team that bought you Thunderstorm FX, the heat is once again on as you trade in your armour-plated attack 'copter for an armour-piercing hot-rod! Road Avenger crams in over thirty minutes of full-motion animation, the like of which is usually only seen on the big screen! Be amazed by stunning close-ups, death-defying crashes, a scorching race through a crowded shopping precinct and head-spinning 360-degree scrolling! These are just some of the amazing effects – get CVG next month to see the rest!



It's cartoon action all the way in the Manga-influenced motor-mashing extravaganza, Road Avenger. There doesn't seem to be a mass of game in there, though.

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ON NEXT MONTH'S COVER!!

OUT 15 APRIL

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ALIENS 3	40.00	27.00	20.00	
BATMAN - RETURN OF JOKER	45.00	33.00	26.00	FEB
BIO HAZARD BATTLE	35.00	22.00	15.00	
BLAZE ON	43.00	26.00	19.00	
BLUES BROTHERS	45.00	33.00	26.00	FEB
CHESTER CHEETAH	45.00	33.00	26.00	
COOL WORLD	43.00	31.00	24.00	
CYBERNATOR	43.00	27.00	20.00	FEB
DEADLY MOVES	40.00	27.00	20.00	
DRAGONS LAIR	45.00	30.00	23.00	
DUNGEONS AND DRAGONS	43.00	28.00	21.00	
FOOTBALL FURY	40.00	30.00	23.00	FEB
GODS	40.00	28.00	21.00	
GUN FORCE	40.00	23.00	16.00	
HIT THE ICE	40.00	26.00	19.00	
HUMANS	43.00	23.00	16.00	FEB
KAWASAKI CHALLENGE	45.00	33.00	26.00	FEB
KING ARTHURS WORLD	43.00	30.00	23.00	FEB
LETHAL WEAPON	43.00	30.00	23.00	
MAGICAL QUEST (MICKY MOUSE)	50.00	35.00	28.00	
NBA ALLSTARS	43.00	27.00	20.00	
ON THE BALL	43.00	30.00	23.00	
RADIO FLYER	40.00	27.00	20.00	FEB
ROBOSAURUS	43.00	28.00	21.00	FEB
ROCKY & BULLWINKLE	43.00	28.00	21.00	FEB
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TERMINATOR II JUDGEMENT	43.00	31.00	24.00	FEB
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TOXIC CRUSADERS	43.00	27.00	20.00	FEB
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JOE AND MAC	22.00	14.00	10.00	
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UNIVERSAL SOLDIER	22.00	14.00	10.00	
ZEN	22.00	14.00	10.00	

MEGADRIVE

TITLE	NEW	SECONDHAND SELL	SECONDHAND BUY	DUE
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AMERICAN GLADIATORS	40.00	24.00	18.00	
B-BOMB	35.00	24.00	18.00	FEB
BATMAN - RETURNS	35.00	27.00	21.00	
BIO HAZARD BATTLE	35.00	24.00	18.00	
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ROAD RIOT 4WD	35.00	24.00	18.00	
STREETS OF RAGE II	40.00	28.00	22.00	
STRIDER II	40.00	27.00	21.00	
SUPERMAN	35.00	24.00	18.00	
TALESPIN	30.00	22.00	16.00	
TERMINATOR II ARCADE	35.00	26.00	20.00	
TERMINATOR II JUDGEMENT	35.00	26.00	20.00	
THUNDERFORCE IV	35.00	26.00	20.00	
WORLD OF ILLUSION	35.00	26.00	20.00	
X-MEN	30.00	22.00	16.00	

GAMEGEAR

TITLE	NEW	SECONDHAND SELL	SECONDHAND BUY	DUE
ALIEN 3	25.00	18.00	14.00	
CHAKAN	25.00	16.00	12.00	
DAVE ROBINSON BASKETBALL	25.00	18.00	14.00	
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EVANDER HOLYFIELDS BOXING	25.00	18.00	14.00	
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LEMMINGS	25.00	20.00	16.00	
LITTLE MERMAID	25.00	20.00	16.00	
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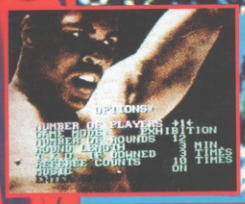
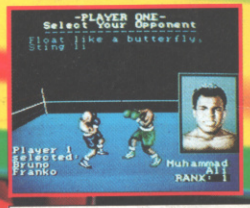
FLOAT LIKE A BUTTERFLY, STING LIKE A BEE!





Can you fill Ali's gloves and take on nine **vicious** contenders itching for that heavyweight title or will you **duke it out** with "The Greatest" himself?

Knocking out all the competition "Muhammad Ali Heavyweight Boxing" is packed full to the brim with **powerful** features. The **unique** 360° revolving ring allows you to enjoy the action from any angle and to **box** your opponent into the corner by rotating the ring at the crucial moment.

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Another **immaculate concept** from **Virgin Games.**

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THE WORLD'S **ONLY** MAGAZINE FOR HAND-HELDS!

ISSUE 18 APRIL 1993

HAND-HELD GO! VIDEO GAMES

FREE!

WIN! LOADSA GAMES!

UNIVERSAL SOLDIER

BLAM! BLAM! WITH VAN DAMME!

INSIDE

- ANDRE PANZA KICKBOXING
- PITFIGHTER
- CRASH DUMMIES
- DEFENDERS OF OASIS
- SOLDIER BLADE
- MORE! MORE! MORE!

GAME BOY GAME GEAR LYNX GT

MEAN MACHINES IS REALLY GREAT

And that's our totally unbiased opinion

Well, alright, maybe we are a teeny bit influenced, but let's face it, what other mag gives you such hot news, such stunning previews and as many fantastic in-depth reviews of the latest games as MEAN MACHINE SEGA does?

MEAN MACHINES really is that good and it's in all good newsagents now priced £2.50

HAND-HELD GO! VIDEO GAMES

BLOODY NORA! Another issue of GO!, another deluge of top titles to tease and tantalise on the titchies! There's something for everyone this issue, from Crash Dummies on Game Boy and Defenders of Oasis on Game Gear, to Pitfighter on Lynx and Andre Panza Kickboxing on GT! Who else gives you all you need to know about the hand-held scene, each and every month, and still cost you not one red cent?

No-one, that's who! . . . And on the subject of things that cost nowt, how about a chance to win a free hand-held game of your choice? What we want you to do is draw a comical situation involving the GO!Bots; it can be anything you want, as long as it's printable! Make it funny, and shove it in an envelope addressed to: JUST GIVE ME THE GAME, *GO!*, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Get your entry to us by 14th March, 1993, and if yours is the best of the bunch, you win! In the meantime, have fun and enjoy!

PAUL RAND

GAMES IN THIS ISSUE!

ISSUE 18 APR

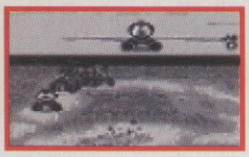
6 ANDRE PANZA KICKBOXING

Punch, smack and generally do damage to a variety of folk in this excellent Amiga-to-GT convert! We think it's tops - check out the Review and see for yourself!

8 PITFIGHTER

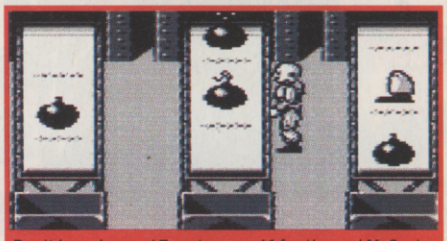
Buzz, Ty and Kato come to the Lynx at last! Atari's conversion of their own hit coin-op looks the part, but how does it play?

13 MINI MARIO KART



Falling through the ***GO!*** letter-box at the very last minute, this Game Boy version of the Super Nintendo smash just couldn't be left out! ***GO!*** brings you the hottest Reviews - and nothing's hotter than Mini Mario Kart!

14 CRASH DUMMIES



Don't be a dummy! Turn to page 14 for the real McCoy!

When they're not starring in adverts for Volvo, the Crash Dummies are up to all sorts of craziness! They need cash for their hols, and you've got to help them earn it in this laugh-a-minute cart!

18 SOLDIER BLADE

New from Hudson Soft, the firm behind the stunning blast-fest Gunhed, comes Soldier Blade, another shoot 'em up par excellence! Does it match the quality of its predecessor? Turn to the ***GO!*** Review and take a gander!

20 HUMANS

Now the Game Boy gets a version of the Lemmings-alike! Rescue the prehistoric prannies from their own ignorance - it's all here in the rather smart ***GO!*** Review!

22 DEFENDERS OF OASIS

There aren't that many role-playing games available for the Gear, so it's good to see one as fab as this! Three rings of power are there for the taking, and there's a princess to rescue, too!

24 UNIVERSAL SOLDIER

It may be a blatant rip-off of Turrican, but Accolade are nonetheless chuffed with their Game Boy movie tie-in. Become big Jean Claude Van Damme and blow lots of nasties up across loads of levels!

No, we haven't put a Turrican shot in by mistake! It's Universal Soldier, and you can check it out on page 24!

EDITOR: Paul Rand ART EDITOR: Jenny Abrook CRASH DUMMIES: Paul Anglin Steve Keen (S)AD MANAGER: Jim Owens PRODUCTION ASSISTANT: Bermondsey Dave Nye PRODUCT MANAGER: Sarah Hillard MANAGING EDITOR: Steve James WEIGHTY ISSUE: Garry Williams MANAGING DIRECTOR: Terry Pratt PRINTED IN THE UK BY: Kingfisher Web COLOUR BY PrePress, London EC1 GO! EDITORIAL AND ADVERTISING DEN OF INIQUITY: GO! Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 972 6700 FAX: 071 972 6701 HANDY TIP: Battlin' Bessie in the 2.40 at Haydock Park COPYRIGHT WARNING: We just won't believe that the big boys did it and ran away.

CVG

BRITAIN'S BEST SELLING MULTI-FORMAT MAG

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And when you buy CVG you don't just get one magazine - you also receive GO!, the definitive guide to hand-held video gaming - FREE!

NEWS

LICENSED TO GILL!

His name is Pond – James Pond. And keep an eye out for him, because he's coming soon to both Game Boy AND Gear! Robocod, James' second adventure is in the process of being converted to both hand-helds by Ocean and US Gold respectively and they're both looking well smart!
For those of you who don't know, Robocod is a 007-type aquatic agent who's been given bionic body parts, allowing him to stretch to enormous degrees and generally smack baddies about! Both the Megadrive and Amiga originals were a real hoot, featuring fab graphics and excellent gameplay. Ocean and US Gold claim that their versions will be as close to the original as possible – that may sound as though the Gear game has the upper hand, but Ocean's recent GB convert of Lemmings – recently released after Sega's own Gear effort, was a top title which really gave the GG game a run for its money. So don't think for a second that the Boy can't hold its own and expect to see exclusive GO! Reviews of both versions in the coming months!

BATTLIN' BARCODES

Here's the latest gizmo that's making those wacky Japs go absolutely crackers! Called the Barcode Battler, it's a little box into which you read ordinary barcodes (like the one on the front cover of this month's CVG) which can convert into extra lives, power-ups and even new levels to add to a Barcode Battler game! Apparently, this marketing monster is outselling all the top hand-helds in Japan, with kids rushing out and buying up entire stocks of goods, just to get the best barcodes! Hitting UK stores in the summer, Barcode Battler will cost in the region of £40. Shopping may never be same again!

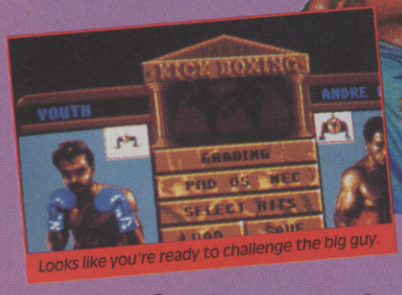
DESERT STORMER!

One of the most popular blasts ever comes to Game Gear soon, courtesy of the company who DIDN'T create it in the first place! Megadrive smash hit Desert Strike, which is also giving a very good account for itself on the SNES, is being produced on the Gear by 8-bit Sega specialist Domark, whose GG titles Prince Of Persia and Super Space Invaders have already earned top accolades in GO! According to the Putney-based boys, they're confident that the titchy version will be as good as the original!
It's being produced by top programming team The Kremlin and, says Domark, "It'll be as true to the original as it possibly can be." What that means is all the levels will be stuffed into a four-meg cart, with graphics being as close to their 16-bit counterparts, shown here, as they can. GG Desert Strike will be priced at around £27.99, and we'll be reviewing it soon!

UNGA! BUNGA!

Elite has been pretty quiet since the release of Dr. Franken. Why is that? It's because it's been busy producing a new Game Boy coin-op conversion, that's why! Joe And Mac, the popular arcade game from Data East, is getting the mini Nintendo treatment, and the programmers look like putting in another quality piece of work, if these early screenshots are anything to go by! For those of you new to the game, the plot goes like this: all the womenfolk have been kidnapped and Joe must track them down, battling against nomads, dinosaurs and other such nasties along the way. Sounds fun? You can find out just much fun it is by reading the soon-to-appear GO! Review!

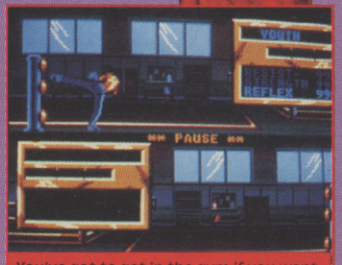
Andre Panza KICKBOXING



Looks like you're ready to challenge the big guy.

Andre Panza used to be one of the hardest guys around. He held the World Kickboxing Championship title for longer than anyone cared to remember, and on top of that was a jolly nice chap to boot. Now he's something of an old git who sits at home watching repeats of Countdown, drinking Horlicks and moaning about not being able to find anything on the new shelf arrangement in Safeway. But even this hasn't stopped Loriciel from getting him to endorse its latest Turbo Express cart!

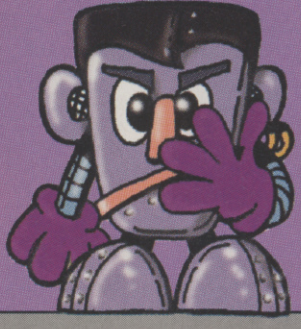
You start as a young hopeful in the world of professional kickboxing and your mission is to climb the rankings and eventually knock the great Andre off his pedestal. Like all young upstarts, you must start from the bottom of the pile, challenging increasingly better fighters as you go and building up your strength in the gym. Make it to the top and you'll earn fame, fortune and Andre Panza's belt – go for it!



You've got to get in the gym if you want to beat the best.

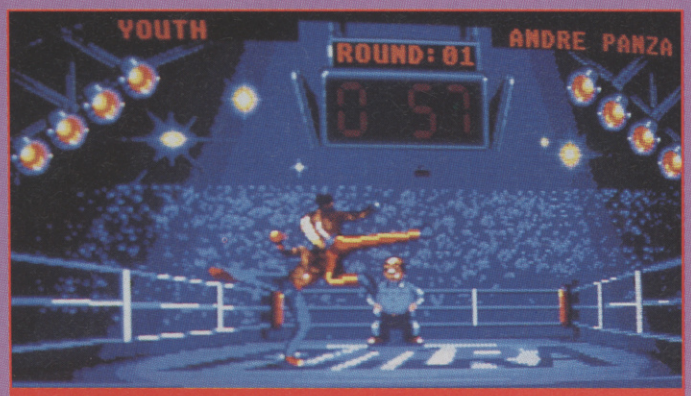
SMASH HITS

There are a total of seven different fight options, each consisting of fourteen different moves. Push the joypad in a certain direction and your fighter will perform one attack; hold the fire button down at the same time to perform a different manoeuvre. Each set has a number of moves that exist solely to soften up the opponent and a couple that will absolutely flatten him with one strike; you'll have to learn them all if you want to wear the world crown.



I played an early version of this about a year ago, but the release date was held up severely. But it's here now, and it's impressive. This is streets ahead of the rather dodgy Amiga original, with faster, more fluid play. It can become a bit samey playing on your own, but get a mate hooked up and you're laughing.

PC ENGINE GT £30.00
BY LORICIEL



Damn it I missed!

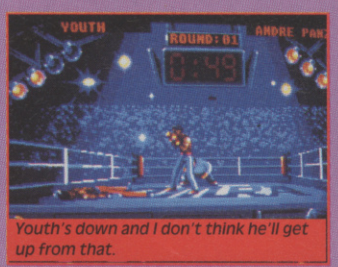
Ouch! That looks painful.

IT'S A KNOCKOUT!

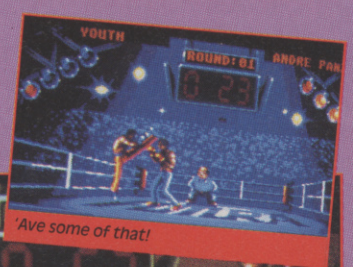
There are two ways to win a fight in the world of Kickboxing. The first is the good, old fashioned knockout. Catch your opponent with one of your better moves and you might be lucky enough to deck him with your first strike. Should you manage to knock your opponent to the floor three times in the same round, he'll stay down. If, however, you fail to knock the other fighter out within the permitted amount of rounds, the match will be decided on the amount of energy you both have left.

THIS IS THE AGE OF THE TRAIN

If you want to step into the ring with the real hard lads, you'll have to train. Your training focuses on three aspects – Resistance, Strength and Reflexes. To build up your resistance, tap the buttons of your Turbo Express, Track and Field style, to kick the training bag. Strength is gained using exactly the same process as resistance, but to build up your reflexes you move to the fighting dummy. This consists of three pads which extend randomly from the doll, and you have to strike them before they retract. The more you strike the pads, the faster your reflexes become.



Youth's down and I don't think he'll get up from that.



'Ave some of that!

A text book bit of blocking there.

NRG

Panza Kickboxing brings a whole new meaning to the term "punch his lights out"! Yours and your adversary's energy is represented by five spotlights across the ceiling of the arena. There are three different stages of damage on each light.

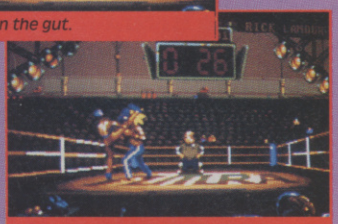
Red - this light is at full strength.

Orange - that particular light is only at half strength – one hard hit and it's finished.

Black - this light is completely gone and you're onto the next one.

When all your lights are out, it's time to go bye-byes.

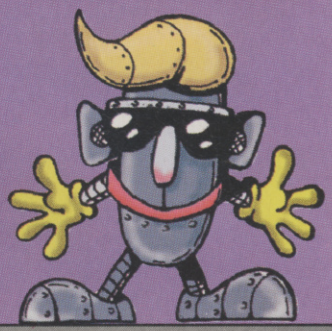
Ooh straight in the gut.


Sniff my boots matey.

Jump, jump. Panza'll make you...

PANZA'S OUT IN FORCE

Andre Panza has become quite a star both in and out of the ring. As well as being one of the greatest kickboxers of all time, he's endorsed a fair few versions of this Kickboxing game, which first appeared ages ago on the Amiga. The title was never that much of a hit, but it was destined for conversions-a-plenty. The Super Nintendo version is on its way – in fact, you can check out the review in CVG this month.



'I'm pretty familiar with the Amiga version of Panza Kickboxing and personally think that it smells of old socks. This version has been improved to quite an extent but I still don't like it. There's just not enough there to keep you interested for longer than a couple of weeks. Worth a look if you're an avid beat 'em up fan, though.'

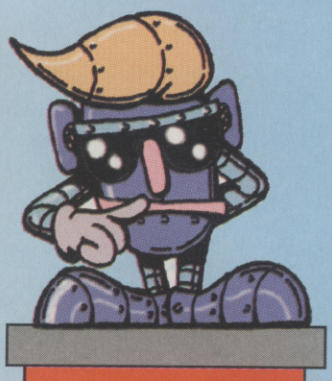
THANKS...to Console Concepts (0782 712759) for the review cartridge.

REVIEW

Forget Lennox Lewis and Randy Savage; real men (and the odd woman) head for the pits when they want a ruck! Pitfighter is the game of illegal combat, in which the fighters gather in sawdust-strewn carparks for a mass bundle and use every dirty trick in the book to become the world Pitfighter champions! Originally appearing in the arcades from Atari, they've finally got round to converting this popular beat 'em up to the Lynx. Other versions have met with mixed receptions – does this one pack the necessary punch?

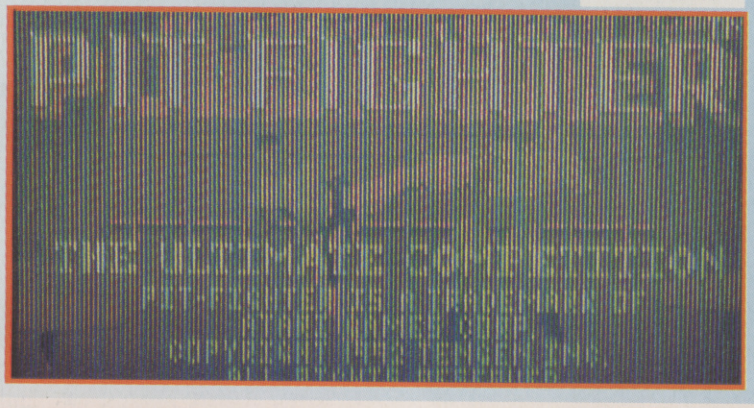
LYNX ATARI - £29.99

I bet he likes big dinners!



> *This is the best conversion of the popular coin-op I've seen to date. Graphics are true to the original and the sprite-scaling really works. Unfortunately, like the arcade original, the gameplay is somewhat bland and samey. But if you enjoyed the coin-op, you'll go gaga over this!*
>
> **PAUL RAND**

Get ready to grapple!



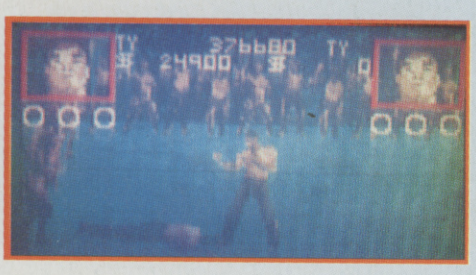
PITFIGHTER

IT'S THE VILLAGE PEOPLE!

Your opponents are a very dodgy bunch indeed. They're kitted out in Mad Max meets The Village People garb which consists of plenty of leather and chains. Each character appears twice during the game, and are a lot tougher the second time around. With exotic names such as Angel and CC Rider, they might sound sad but boy, can these guys and gals hurt!

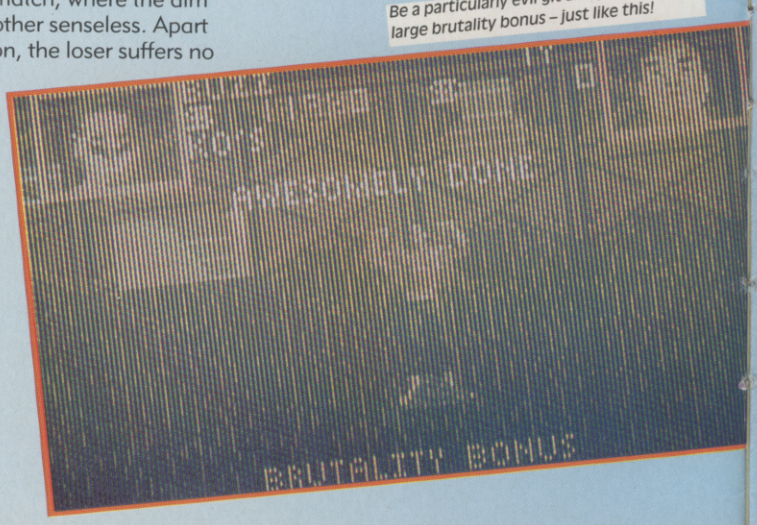
VENGEANCE IS MINE

The two-player game is very similar to single competitor mode, with both characters teaming up to batter the opposition. The difference here is that, after every few rounds, the two humans enter a grudge match, where the aim is simply to smash each other senseless. Apart from complete humiliation, the loser suffers no ill effects in this round and can still advance to the next stage to unleash their anger on the computer players.



Oh dear, you've lost the grudge match. You sad man.

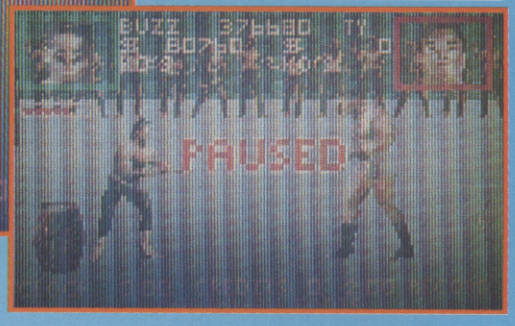
Be a particularly evil git and you receive a large brutality bonus – just like this!



MOTORBIKE CAPERS

All this punching and slapping really chafes the knuckles of the fighters, so it's just as well that the Pitfighter organisers have left plenty of weapons lying around for the combatants to use. More conservative implements include knives and throwing stars, which inflict moderate amounts of damage. At the other end of the scale motorbikes and packing crates act as effective, if somewhat unorthodox, projectile weapons.

Ouch! When you come to, why not pick up that crate and bounce it off the baddy's bonce!



It's a barrel of laughs when you tackle this large lad. Wait a minute – no it isn't!

'ARD NUTS

Pitfighter's three heroes each have different fighting styles. They all possess a standard set of moves, plus a devastating special attack which will always leave the opponent floundering on the floor wondering which appendage has just been kicked off.

BUZZ:

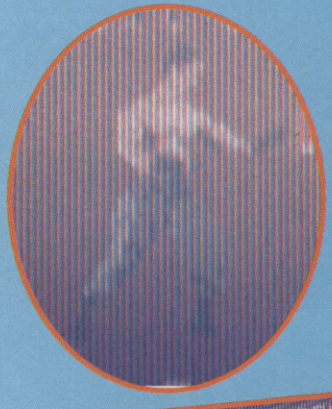
He may be slow, but Buzz is the strongest of the trio. His skills come from his days a professional wrestler, and he has the muscles to prove it. Apart from a rock-hard range of punches and kicks, Buzz can also piledrive his opponents into the sawdust.

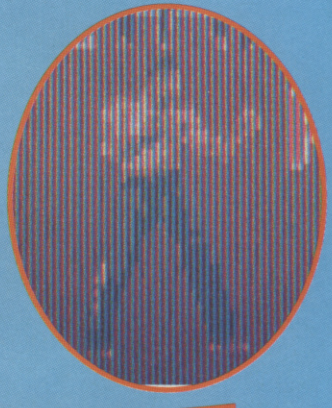
KATO:

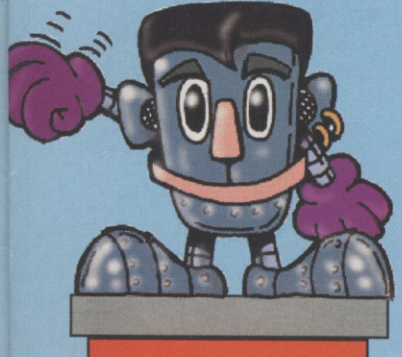
This karate master dazzles his opponents with high kicks and lightning fast punches. His special move is an incredible burst of unstoppable slaps and punches that totally annihilates the recipient.

TY:

Armed with considerable kick-boxing prowess, Ty is the fastest of the three. Ty's special attack is a flying roundhouse kick which flattens anyone unfortunate enough to get in the way.

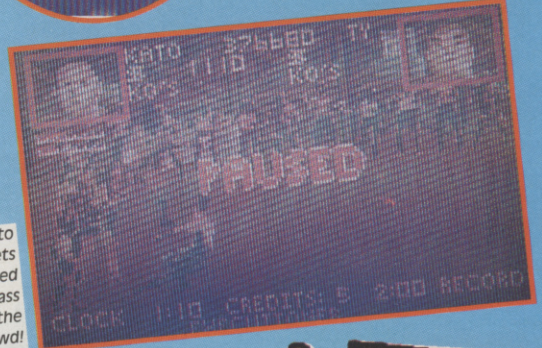






AUDIENCE PARTICIPATION

The people who turn up at pitfights aren't the kind who are content with mere cheering and munching popcorn. This lot like to get to grips with the combatants; some even bring their own weapons! Should a fighter stray, or be thrown, into the crowd, he can expect to receive one almighty kicking. Still, revenge can be extracted on over-zealous audience members who stray from the crowd. Smack one of them and you can be sure of brutality bonus points at the end of the round.

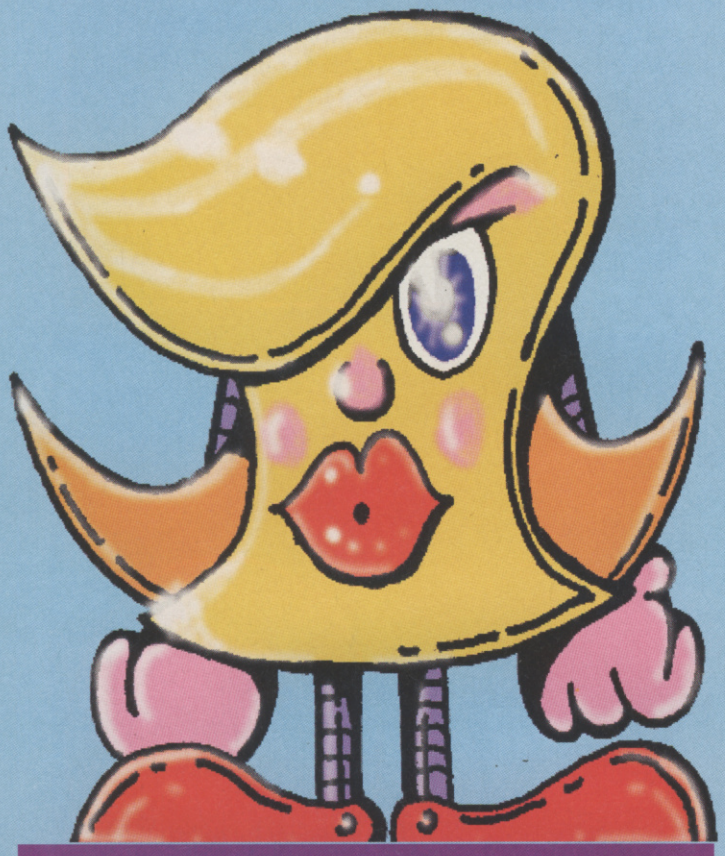


Ha! Kato gets chinned off a lass in the crowd!

'I have to agree. This is a good convert of a rather average arcade game. The original may have been the bee's knees in its day, but since then it's been superceded by better beat 'em ups. Pitfighter is certainly the best battler on the Lynx, but it hasn't got much in the way of competition, has it.'

PAUL ANGLIN

MAILBAG



Hello and welcome to this month's fine and dandy GO! Mailbag! A fair assortment of letters await your perusal this month, but there's still a real lack of pictures coming in. Come on everyone, put your machines down for one minute and get drawing! If you've got anything you want to say other than how crap your mate's hand-held is, send it in to: JIM BOWEN STILL WEARS FORTY-POUND SHOES AND READS GO! MAILBAG, GO!, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU. See you all next month!

OUR HOUSE

Dear **GO!**

I don't need to praise you as I'm sure you are sick of it, but you're great! Please, please, please print these questions as I desperately need the answers.

1) Does the PC Engine GT have exactly the same performance as the PC Engine, ie when you play a game on the GT is it exactly the same as on the Engine?
2) How many colours does it have?
3) Will you do more reviews for it as you have hardly done any?
4) Should I get the Japanese or the American machine?

Please answer these questions, as I am considering buying one and they are not cheap! By the way, all you people arguing about the best hand held – shut up! We are sick of you! Thanks for your time,

Matthew Philips, New Barnet, Herts.

1) As I've said many a time before, the PC Engine GT is just a standard PC Engine squeezed into a smaller box.
2) The machine can display sixteen colours on-screen from a palette of 512.
3) As you know, PC Engine software isn't the easiest thing in the world to get hold of but you can expect to see more Engine/GT stuff in GO! and CVG in the future.
4) Get the American one, then you'll be able to read all the text.

BED AND BREAKFAST MAN

Dear **GO!**

Seeing as I'm writing from Australia I thought I should write something worthwhile. But I couldn't think of anything, so I sent you a picture. Bye.

Brett Weekes, QLD Australia.

PS. What was that? England? Football?
PPS. Who is YOB really?
PPPS. What do you think of Snoopy's Magic Show?

Yes, well, that's hardly surprising, is it?
PS. If you're getting at English football, where were Australia in the World Cup? And as for the Cricket World Cup, what can we say?
PPS. He's your best friend, he is.
PPPS. You sad man!

ONE STEP BEYOND

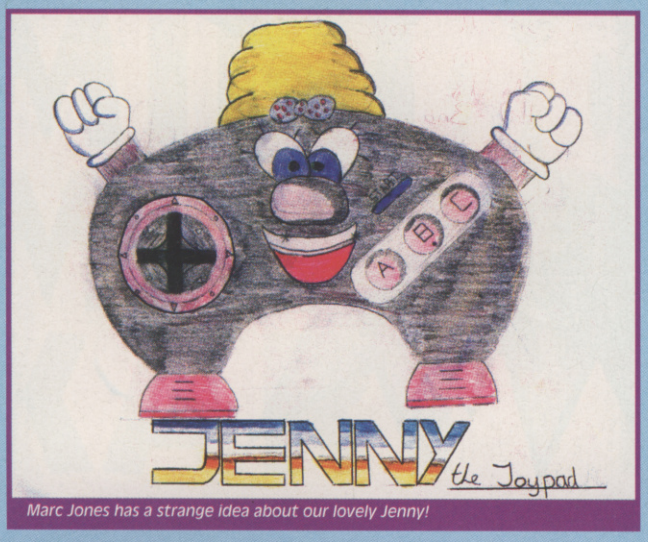
Dear **GO!**

I think CVG and GO! are brilliant, but GO! is the best. I'm going to get an Atari Lynx II soon and I have some questions to ask you. Please answer them seriously.

1) Is Streetfighter II going to come out on the Lynx?
2) Is it going to come out on the Master System?
3) When will it be coming out on both (if it does)?
4) Will there be a Sonic 3?
5) Could you show me some Master System II and Lynx games in CVG?

Clint Gover, Frome.

1) Wibble Wibble I am a tree.
2) Flobble Flobble the bread has burst.
3) Merrble merrble.
4) Ding dong merrily on high...
5) Flibble flobble weed.



Marc Jones has a strange idea about our lovely Jenny!

RETURN OF THE LOS PALMAS SEVEN

Dear **GO!**

I think CVG and GO! are the best multi-format magazines in the world. Now I have some questions for you.

1) How come a high specification machine like the Lynx does not get decent software support?
2) Bart vs The Space Mutants was a big pile of jobbies on every other format, so is the Game Gear version any different?
3) Is it possible to connect the Game Gear to a television? If so, how much does it cost?

David Incliffe, Co' Durham.

1) It does!
2) It's the same as all the other versions, I'm afraid.
3) No.

TARZAN'S NUTS

Dear **GO!**

I brought CVG for the first time because I heard about GO! and it's brilliant. I own a Lynx and I've only found two magazines that cover it, and GO! is the best. Can you answer a few quezzies for me?

1) Are you going to show my picture?
2) Is Lemmings good on the Lynx?
3) Is Taz Mania coming out on the Lynx?
4) Is the Lynx sad, because Jordan Hewe said it was in the January issue?
5) How much will the Game Gear-to-Lynx converter cost?
6) Will there be a magnifier for the screen on the Lynx, 'cos it'd be brill?

Daniel McEvay, Farnborough, Hants.

1) No.
2) Don't know, it's not out yet.
3) 'Fraid not.
4) Is Daniel McEvay sad because he sounds it in issue 18?
5) No price has been fixed yet.
6) Why do you need one – the screen's big enough as it is!

BAGGY TROUSERS

Dear **GO!**

I saw an Atari Lynx with a Megadrive adaptor for sale in Microsells issue 15.

1) Where can I get this adaptor and how much will it cost?
2) When will the Lynx-Game Gear adaptor be coming out?
3) What is the best game out for the Lynx?

John Kenney, Sheffield.

1) I think someone's been spinning your Jimmy.
2) There's no release date yet, but we'll let you know.
3) Dracula.

THE PRINCE

Dear **GO!**

I have been reading your magazine for some time now and have come to the conclusion that it is the best. Anyway, enough of that boring drivel. My friend said Streetfighter II is coming out on the Megadrive, Master System and Game Gear. Is it true?

Tom Young, Wales.

PS. Don't make any crap Welsh sheep jokes because they are not funny.

Streetfighter II IS coming out on the Megadrive but as far as the Game Gear and Master System are concerned, I think there's more hope of Arsenal winning the league! I think you're right about Welsh jokes, they're really not funny. Mind you, the Welsh rugby team is pretty comical!

DRIVING IN MY CAR

Dear **GO!**

I recently got an Atari Lynx and have started to buy CVG. I now regret that I didn't get it earlier. I think GO! is so brill there isn't a word to describe it. Please could you answer these questions for me?

1) When will the Game Gear-Lynx converter be out?
2) What would you rate Lemmings and Toki for the Lynx?
3) When will Lemmings be out on the Lynx?
4) Which do you think is the best game on the Lynx?
5) Why is the Lynx the least popular hand-held?
6) Is it worth getting a ComLynx to play two-player games?

Craig White, Stockport.

1) For the last time, there's been no word yet.
2) Dunno, it's not out yet. Toki received 79%
3) Good question.
4) I've already answered this question.
5) Beats me.
6) If you've got plenty of pals with Lynxs, yeah.

HOUSE OF FUN

Dear **GO!**

I hope you can answer these questions for me:

1) I recently played the new Supervision and would like to know its price.
2) Can you get Tetris for it?
3) Will the music be the same as the Game Boy's?
4) Will the Vision's graphics be better than the Game Boy's?
5) What are the best two games for the Game Gear?
6) Are you the same person as YOB?
7) Is the Super vision good value for money?
8) What do the games cost?
9) Is it better value than the Game Boy?

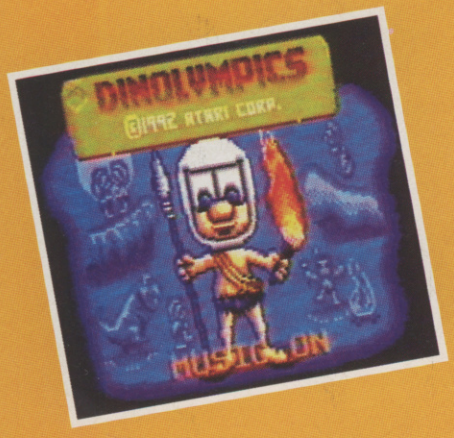
Chris Brannigan, Glasgow.

1) £39.99
2) Strangely enough no.
3) It'll probably use a similar sound chip.
4) They're not quite as good.
5) Sonic 2 and Kick Off.
6) Do you want a good slap?
7) Yes.
8) £9.99 - £12.99.
9) We'll have to wait to find that one out.

Mario gets serious. *Thanks to Brett Weekes from Australia for the piccy.*

£500 GAMES GIVEAWAY!

WIN AN INCREDIBLE £500 WORTH OF GAMES FOR YOUR HAND-HELD!!



Yes siree! Here at GO! Towers we've gone even madder than our usual mad selves! We're giving away – yes, GIVING AWAY – a fantastic

FIVE HUNDRED POUNDS

worth of games for whichever hand-held you own! If you're the proud owner of a Game Boy, Game Gear, Atari Lynx or PC Engine GT, you could well find yourself with bags of well-hard software for your machine that could last you for ages!

What do you have to do to walk away with the greatest games library on Earth? It couldn't be simpler! Just phone the special GO! Hotline number and answer the ridiculously easy questions. Then leave your name and address at the end of the tape and just wait to see if you're the spawny get who gets queues at his door every morning with people asking to blag that half-a-grand worth of games!

SPECIAL NOTE: This competition runs from February 15th, 1993 until March 14th, 1993. Please make sure that you have the permission of whoever pays the phone bill before you make the call. Calls are charged at 36p per minute (cheap rate) and 48p per minute (all other times). Your call will last no longer than four minutes.

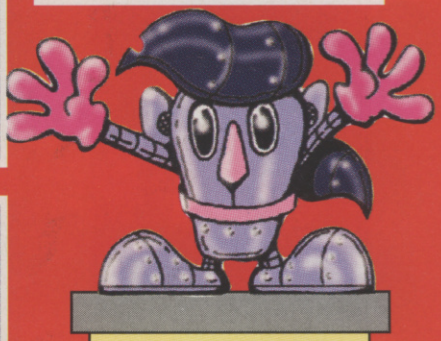
0891 900 081

MINI MARIO KART

REVIEW

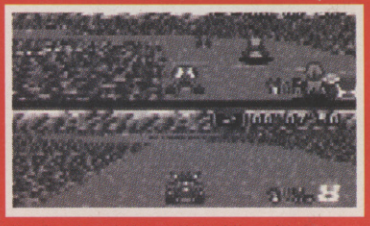
Yoshi's down. And out.

Here they are – the racers in all their glory.



Mario's karting antics have had SNES owners the world over glued to their consoles, and guess what? Now Game Boy fans can take to the track and take on the best that your Nintendo game character buddies can throw at you in a scaled-down version! If you've been on a different planet for the last few months, then you'll not have heard about Mario Kart, in which everyone's favourite plumber jumps into his kartie and roars round a variety of courses, with the aim of beating his pals to the finishing post fixed firmly in his head. Not only is the cart a whopping six megs in size, it also features the new GSFX chip, which allows super-fast screen update on the Boy. Is this the future for hand-held gaming? Let's find out!

GAMEBOY BY NINTENDO £39.99



It's a jungle out there! Wait a bit, no it's not. It's a desert.

WHO'S BEST?

Unlike the SNES version, Game Boy Mario Karters can enter into all three cups (Mushroom, Flower and Star) without having to win the first and second in 100cc class. You can race around the fifteen different tracks whenever you want by simply clicking on the appropriately highlighted character. There are eight familiar faces to choose from; Mario, Luigi, Bowser, Toad, Kong Jr, Yoshi and Princess, each one possessing a special ability, such as Toad's excellent acceleration and Bowser's smash 'em up skills.

"We've featured Super Mario Kart extensively in CVG so everyone will be familiar with the title, but this Game Boy version's got us so steamed up we have to open the windows at regular five-minute intervals! Those Nintendo whizkids have gone to town, creating the most impressive Game Boy game there is. The stunning handling and kart control are a dream, and graphically you get a damned impressive, if slightly blocky at times, interpretation of the original tracks and racers! Mini Mario Kart's gonna cost a packet, but it's a dream!"

STEVE KEEN

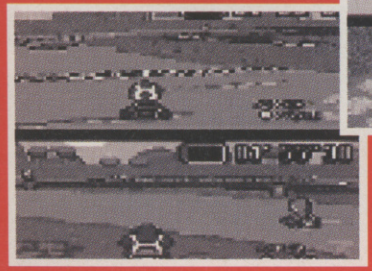
CH-CH-CH-CHANGES

Incredibly, squeezing the eight Mb SNES original into a Game Boy cartridge has not been as difficult as you'd think. This is because those clever conks at Nintendo have decided to go all the way with a SIX MEGABIT cartridge – the biggest EVER! There have been some sacrifices made, however; the ceremonies at the end of the cups have been lost, but all the other detail remains!

Check out the map screen for more position-related info!

GET IN THE RING!

All the pick-ups and short cuts available in the original have been shoe-horned into the Game Boy game for ultimate racing mayhem. So to have the Time Trials, allowing you to practice on your own against the clock. And don't forget the Battle Mode option, in which two players can link together and steam around the tracks, bursting the balloons which each character has taped to the bottom of his kart!



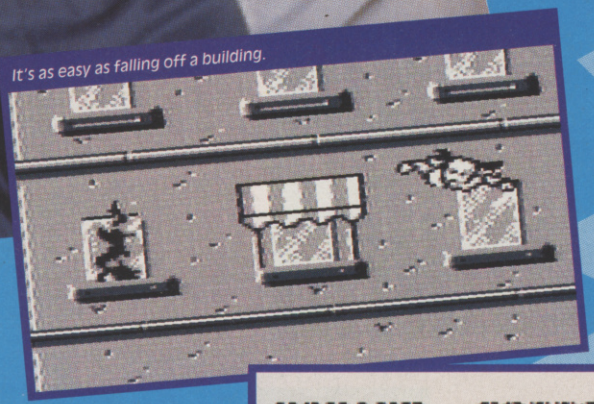
He may be a nasty piece of work, but Bowser, Kind of the Koopas, has won!

Sad old Donkey Kong Jr loses his grip, but victorious Toad crosses the line for a well-smart third place!

CRASH DUMMIES

Gamesplayers have been transformed into some pretty exciting things, thanks to video games. We've had to rescue girlies from the evil clutches of drug barons, fly across the cosmos to blow the bolts out of evil intergalactic robots and even stroll along horizontally-scrolling landscapes and shoot people. But now you've got a new job – crashing cars for fun! The Crash Dummies are a hard-working bunch, spending all their time smashing up motors and jumping through windows. However, these poor guys need a break, so they're moonlighting to earn some money for a holiday. If they perform their tasks well, they'll receive lots of cash. It's up to you to get the Dummies to the summer sun so they can enjoy a truly 'smashing' time!

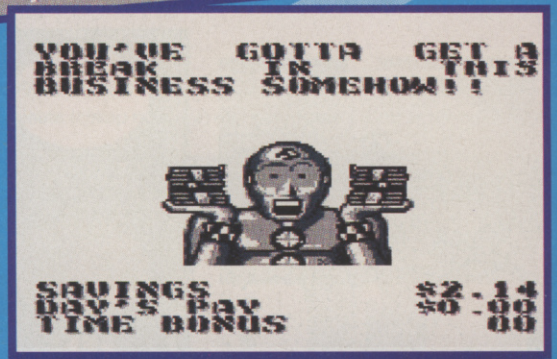
GAME BOY BY ACCLAIM £24.99



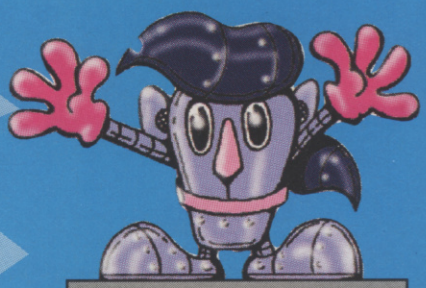
It's as easy as falling off a building.

AS EASY AS FALLING OFF A BUILDING

The first level sees the dummies in unfamiliar territory – as stuntmen! You have to jump from the roof of a burning building and keep the director of the movie happy. He wants the fall to look as spectacular as possible, so you'll have to bounce off canopies, burst through balconies and spin around flagpoles, aiming for the target on the ground with your head. Watch out for the birds that are circling way up in the sky, and avoid the balcony fires as well.

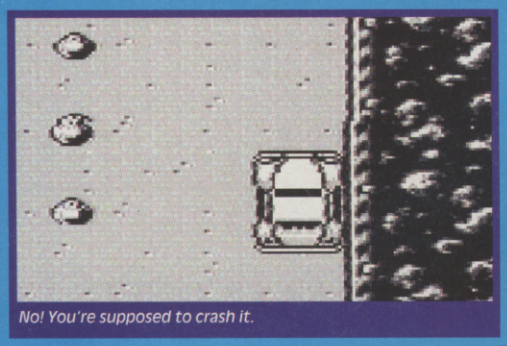


The cash starts rolling in for Spin.



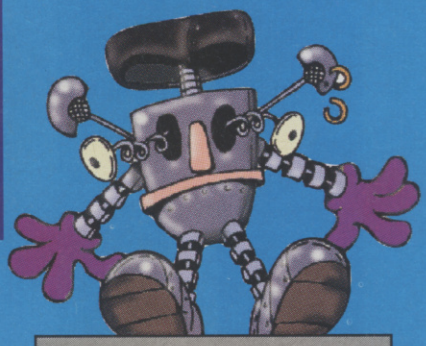
'Crash Dummies is a really original piece of Game Boy action. There's no saving damsels here, just out-and-out demolition, but you'll be surprised how hard it can be to crash things! You'll be at Crash Dummies for ages before you crash everything, and for a fair while afterwards. Great fun!'

PAUL ANGLIN



No! You're supposed to crash it.

Here's the title screen to Crash Dummies and it's not easy to caption.



I LIKE DRIVING IN MY CAR

Spin has been given the task of testing air bumpers, but the only problem is there's no air in them. You've got to collect air canisters to fill them up. There are loads of things to smash into along the way and, at the end of the course, there's a wall with a huge magnet behind it, which attracts your car at frightening speeds, so you can smash the vehicle into oblivion for max points.

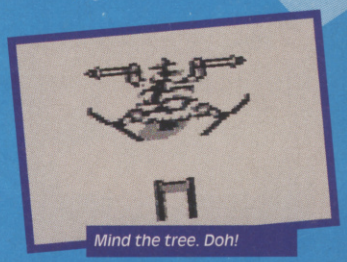
Go on – splatter a snowman!

BOMB BLISS

You're on quality control in a bomb factory! Explosives are coming down the conveyor belt with the fuses already lit, and it's Spin's job to extinguish the fuses before the bombs get to the end of the belt. If you can't blow them out in time you can just smash them with a hammer, but if they reach the end of the conveyor belt before you diffuse them they will blow up that particular belt. Once two of the three belts are gone it's game over. Also, there are body parts of other dummies on the production line which will have to be smashed with a hammer.

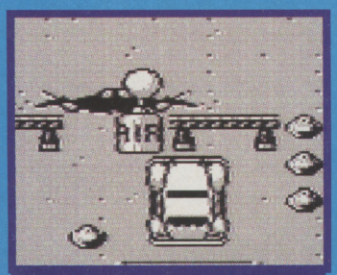
GIRL GUIDES

The ultimate in Crash Dummying! You're at the controls of a guided missile which you've got to steer toward its target! Navigate your way through other missiles and space vortices, which will send you spinning into the wall if you fly too close to them. Hit the target at the end and the Dummies will finally get their holiday. Hurrah!



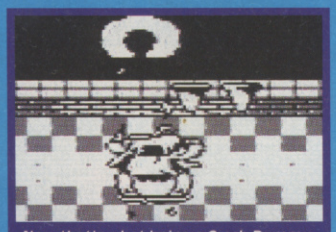
Mind the tree. Doh!

> ***As much as I like Crash Dummies for much the same reasons as Paul, I think it has a couple of flaws which deter me from going over the top. For a start, the levels are all pretty short and they're not the most difficult in the hand-held world. But provided you enjoy the action, Crash Dummies is enjoyable enough to play, even after you've completed it.***
>
> **STEVE KEEN**

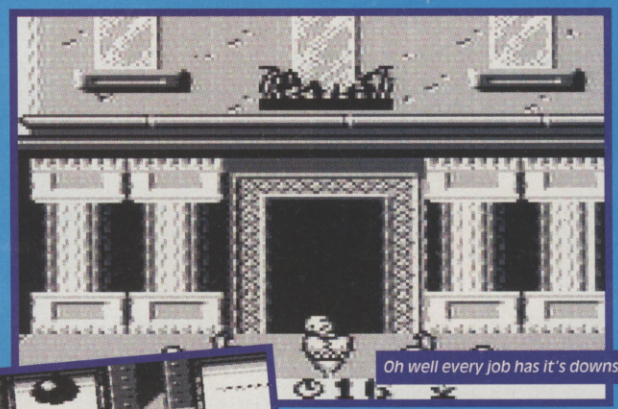


Na you just missed it.

THANKS...to Console Plus (0532 500445) for the review cartridge.



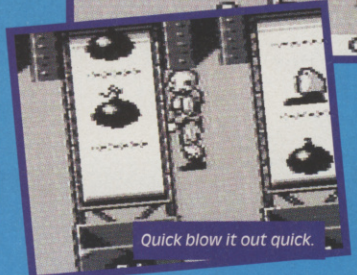
Now that's what being a Crash Dummy is all about.



Oh well every job has it's downs.

You're in the wrong place.

Ski Sunday – Crash Dummy style.



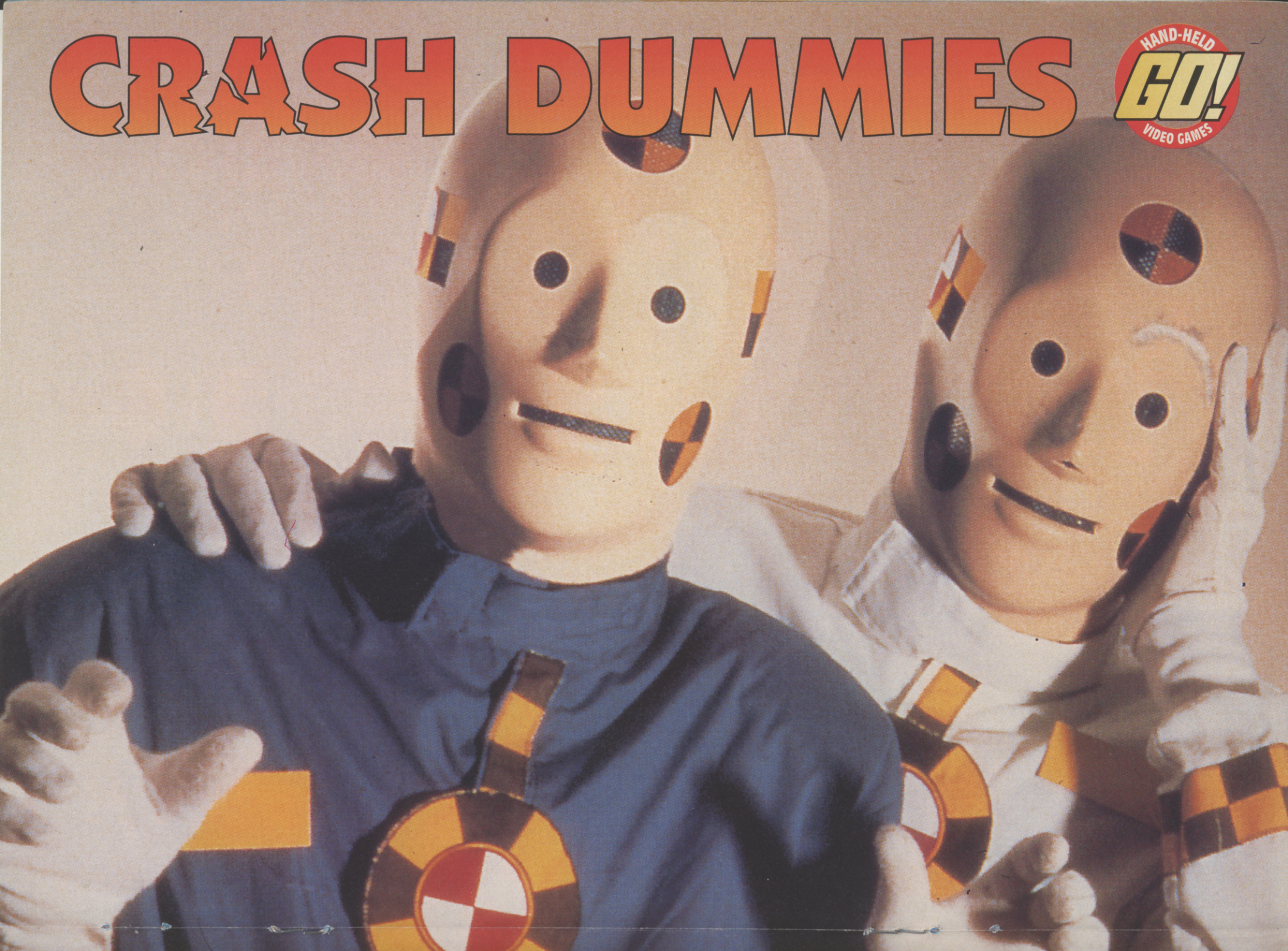
Quick blow it out quick.

SKI SUNDAY

A strange task for a Crash Dummy, this. Spin is required to test a ski slope, which entails crashing into as many ski poles as possible and avoiding the trees. If he gets into trouble he can avoid obstacles by jumping over them. There's nothing to pick up, so just concentrate on getting Spin down that slope in one piece. But don't hang around – you're on a very tight time limit.

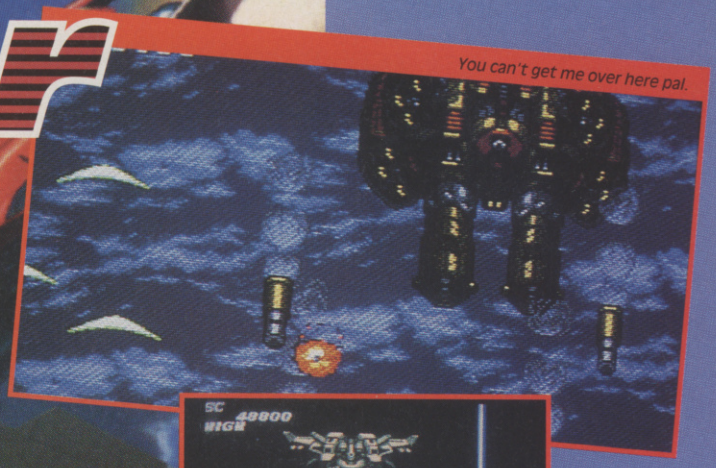
CRASH DUMMIES

HAND-HELD GO! VIDEO GAMES

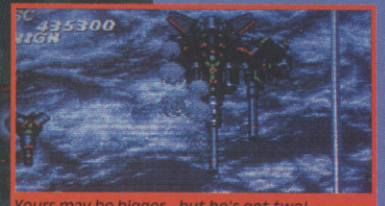


REVIEW

Soldier Blade


You can't get me over here pal.

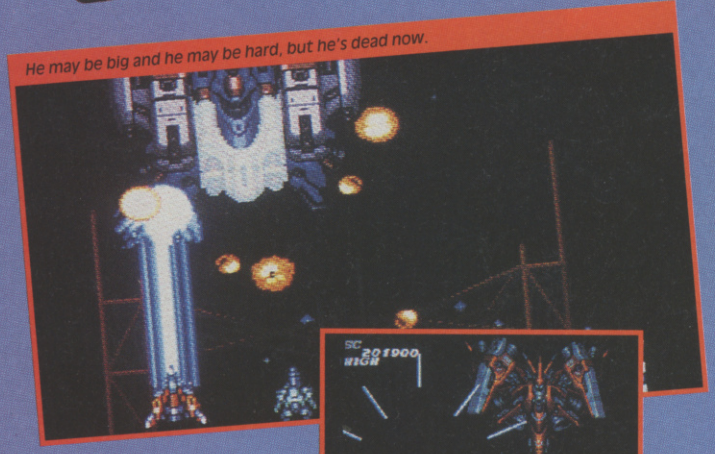
Hey that looks like the bloke from Cybernator.



Yours may be bigger - but he's got two!

In the 21st Century, Earth has become a highly advanced civilisation, with spacecraft travelling here, there and everywhere. However, all progress has its cost, and this technological advancement is no exception. The Earth's natural resources have been all but wiped out, so all its newly-developed craft are sent on a reconnaissance mission into deep space to search for much-needed supplies. However, all is not well. Just four months into the mission, contact with the fleet is lost. The Earth government does all it can to regain contact – but to no avail. Then suddenly, three years later, the ships returned. Unfortunately, they had been taken over by alien forces calling themselves the Zeograde Army. Their mission – to destroy Earth. Yours – to stop them at all costs!

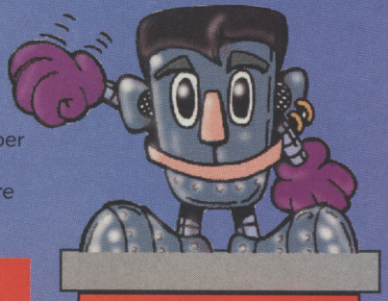
PC ENGINE GT BY HUDSON SOFT £30.00


He may be big and he may be hard, but he's dead now.

Don't move!

L' ARMOIRE

The weapons system on your Soldier Blade fighter is one of the most advanced yet. You have three types of gun and each weapon possesses a Super Shell Shock, which gives five seconds of mega-power. There are three types of weapon:

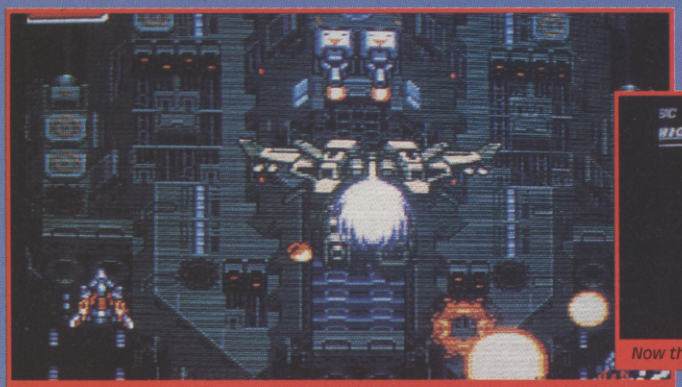


RED - Maximum heat trace.
A multi-shot weapon. When using your Shell Shock a sphere flys ahead of your craft, spraying gunfire all over the place.

GREEN - Chase Blaster.
These are crescent lasers that fire at incredible speeds. Your Shell Shock consists of an energy bomb that flies around, homing in on and destroying everything on-screen.

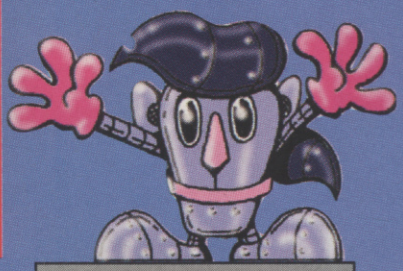
BLUE - Sweeper Blade. A kind of killer strobe light, this is the most destructive weapon, but not the fastest. When you use your Shell Shock a huge laser bolt bursts from your ship, ripping apart anything in its path.

I always thought that Gunhed had the PC Engine blast scene well and truly covered. But not anymore! Although Soldier Blade's graphics and sound are slightly below the standards set by Gunhed, the gameplay just edges past it. With all the qualities of Gunhed and more, crank the difficulty level up to Hard and you've got one of the most challenging blasters you'll ever play!

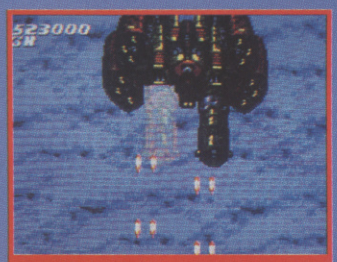


Sit back, pour yourself a Walton's Mountain lemonade and let the drone do all the work.

Now that's what I call a Mae West shocking gun!



I have to agree with the young fresh-faced (or fish-faced) Anglin on this one. I didn't believe that anything would topple Gunhed, but this has. The whole game is just superb. Addictive, fast and bloody hard gameplay make this the best shoot 'em up on the Engine. The only slight niggle with this is that, on occasions, your ship is not as well-defined against the backdrops as it could be. But other than that, Soldier Blade is flawless.



Good luck with that one matey!

FASTER! FASTER!

If you're having trouble dodging the many bullets that come your way, then try speeding your ship up! Unlike a lot of shoot 'em ups, Soldier Blade doesn't have speed pick-ups; what you do have is a standard engine that you can speed up by hitting the Select button. There are two different speeds – the lower rate is easy to control but you'll have a hard time dodging things. The highest setting is fast, although you may find it difficult to control at first. But you've got to practice; you won't survive unless you use the fastest setting.

That missile should take care of all of his personality disorders.

Blimey! It's more Gundam robots from Beyond the Fringes of Reality!!.

BLASTERS PAR EXCELLENCE

Hudson Soft is by no means new to the PC Engine blast scene, being the company behind the finest trilogy of blasters on any machine to date – the Gunhed series. For its time, Gunhed was one of the finest blasters around and is still more than worthy of that title four years on. Almost two years later a sequel was released entitled Super Star Soldier.

Although not quite the quality of it's predecessor, Super Star Soldier nevertheless went on to sell absolutely bucketloads. Then a little less than a year later came the concluding part of the series. Aptly named Final Soldier, this was a return to the excellence of the original. Final Soldier rocketed to the top of the PC Engine charts and re-established Hudson Soft as THE company for PC Engine shoot 'em ups. And who knows, we may even see a sequel to Soldier Blade!

I think you're cornered there.

The "Killer strobe light" in action.

SOLDIERS OF SCIENCE

Your Special Interception Air Force is led by Science Officer John Howard. The SIA force consists of Howard, Edward J Max, Sho Kazamori, Amelia Air Heart and Raizo Fudo; societies more advanced dropouts each and every one. Nevertheless, they remain Earth's last hope and it's down to you to ensure that they succeed in their mission. Good luck you'll need it.

The green crescents of death do their job.

Bullets here, bullets there, bullets bloody everywhere!

What lovely backdrops.

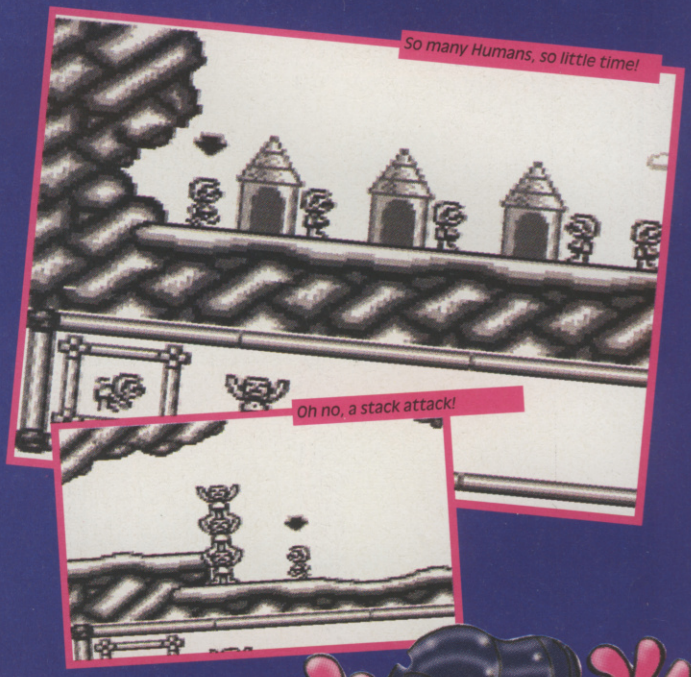
CHALLENGE ME IF YOU DARE

Soldier Blade offers two styles of play – Normal and Challenge Tournament. The latter has become something of a hallmark for Hudson Soft. You can select two or five-minute games, with the aim being to survive for the full time limit and beat the highest score. It may sound dull as dishwater, but this is an incredibly challenging mode, providing a nice break from the main game.

HUMANS

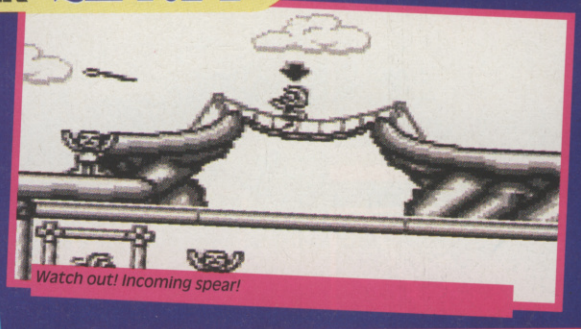
Our furry, ape-like forefathers are in a tight spot. Someone's nicked a whole bunch of their equipment and treasured artifacts and scattered them all over their prehistoric world. Humans are not the brightest of mammals and although they possess a vestige of skill and intelligence, it's only through your hands that they can exercise them and thus recover their bits. You need to help them traverse huge caverns, fend off salivating dinosaurs and repossess your bounty – all before the timer runs out! The more you progress through the evolutionary cycle the more gadgets and gizmos become available for your use. Now, let's get Human!

GAME BOY BY GAMETEK £21.99

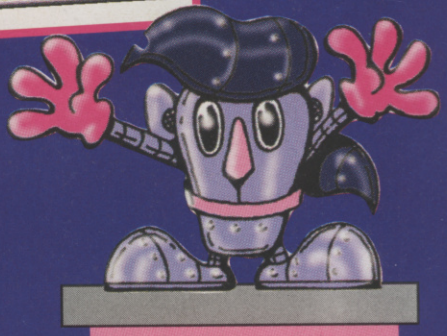


So many Humans, so little time!

Oh no, a stack attack!



Watch out! Incoming spear!

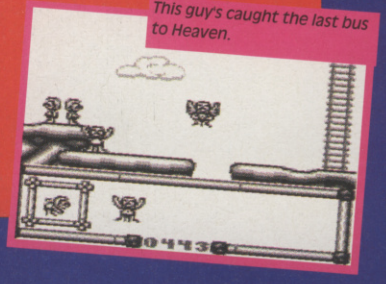


GO FOR GOLD

Being a rather primitive race the Humans haven't learned to build vehicles or things like scaffolding, but they do have their own simian alternatives. Various items can be found to help them with each particular task but take care not to lose them. Each object you discover can be used in three ways. Use the spear to ward off dinosaurs, pole vault over chasms and lastly as a deadly projectile. The torch can be used to hold back monsters, hurl at enemies or clear a path of foliage. Other items such as the rope and wheel help to haul the Humans up cliff faces and can be used to build up speed for extra long jumps. Some levels allow you to consult the Witch Doctor and conjure up undiscovered items, but this service isn't cheap. You have to sacrifice some of your pals' lives.

YOU NEED FRIENDS

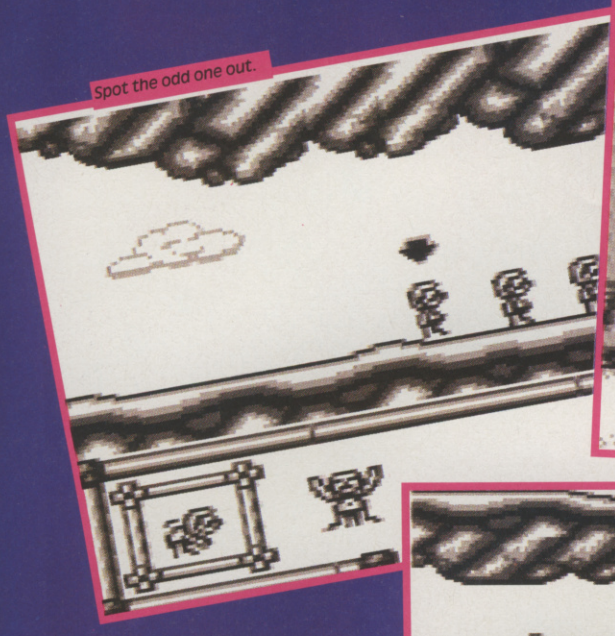
Not all of your buddies have to make it through the level. Humans are taken from a 'pool' known as the Tribe and in the style of Lemmings, you have a different quota to play with for every level. So if you kill off a couple of the critters you can get replacements from the hut. However, if you dispense with the services of a crucial Human whilst he's carrying a spear or torch etc. or he falls to his doom, then the tool will be lost forever and only a visit to the friendly Voodoo doctor will recompense you.



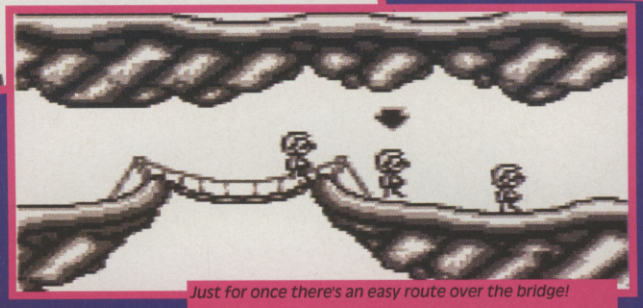
This guy's caught the last bus to Heaven.

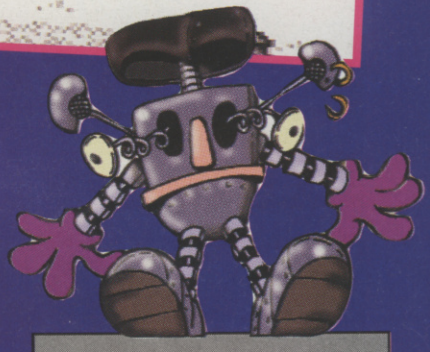
'Humans could have been a monster hit of Lemmings-like proportions. Unfortunately the control system is a demon and just too fiddley for words! Some good presentation though and the Humans are quite a happenin' crowd (much more credible than their rodent cousins, the Lemmings), so the game isn't a total loser. Not a bad little puzzler but far too slow for me!'

STEVE KEEN


Spot the odd one out.

Ah! Lunch!


Just for once there's an easy route over the bridge!



BULLET PROOF PESTS

The little bear-skinned guys are not invulnerable and even a small fall can kill them. Whilst on the subject of sure-fire death, unarmed combat with a tyrannosaur is not recommended for its longevity either. The Humans will encounter another Tribe later in the game who will try to obstruct you at each and every turn. Fortunately they're easy to get rid of and a short, sharp jab with the spear should sort them out!

JUST WHO THE HELL DO THESE HUMANS THINK THEY ARE!

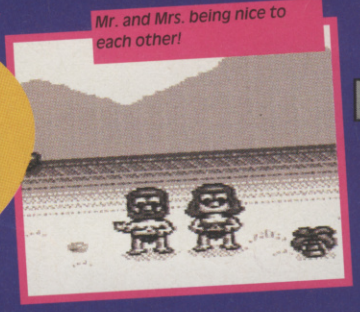
Humans are tiny pink creatures with stumpy limbs and easily confounded brains. In fact half of their appeal is that they never seem to learn much and have the habit of repeating the same mistakes again and again. For instance, the hopeless fops have discovered fire no less than 10 times throughout their history, but each time it has gone out! Humans inhabit a highly volcanic area swarming with carnivorous lizards, poisonous plants and treacherous lava flows. With their lower-levels of nounce, it's little more than they deserve!

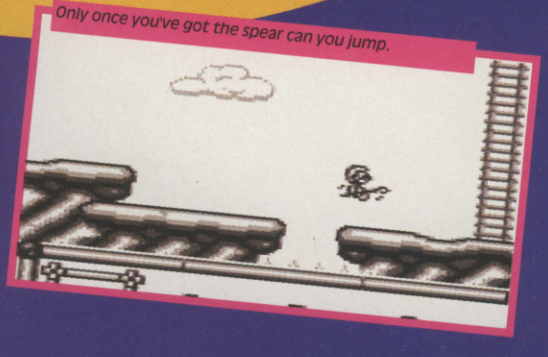
'Tiny sprites may have worked with the Lemmings, but those guys were much easier to control. Apart from a few different objects to find and the emergence of a couple of big lizards, there is little in the way of variety in the game and it's just a case of finding your way to the end of the level and acquiring an object. Fun? I think not!'

PAUL ANGLIN

JOIN THE GANG

No Human is an island unto himself, he needs friends. In order to reach the higher platforms the Humans have to 'stack.' This involves one of the guys standing with his arms up, stretch towards the heavens, and another clambering onto his shoulders. The higher the ledge the more Humans you'll need to get over it, the only problem is someone's got to be left behind!


Mr. and Mrs. being nice to each other!


Only once you've got the spear can you jump.

THANKS...to Console Plus (0532 500445) for the loan of the cartridge.

6 LOOK	4 SOUND
4 FEEL	4 VALUE

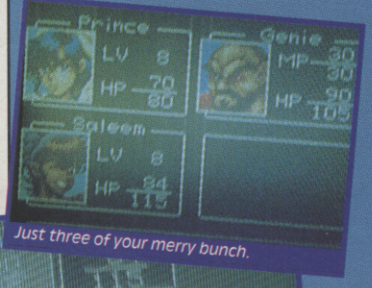
DEFENDERS OF OASIS

Bloody heck! It's all going on in Shanadar! A thousand years ago, the town's ancient scrolls told how the mighty warrior Jamseed defeated the dark lord Ahriman by using three magical rings of light. Ahriman was imprisoned by the rings but his evil servant, the snake-king Zahhark, was able to defeat Jamseed and take over the country until he too was slain by another mighty barbarian. Now the forces of darkness are growing strong once more and Ahriman has managed to subdue another evil servant into finding the three rings to free his soul from its prison. It's your task, as the prince of Shanadar, to uncover the rings and save your world of Oasis from almost certain destruction.

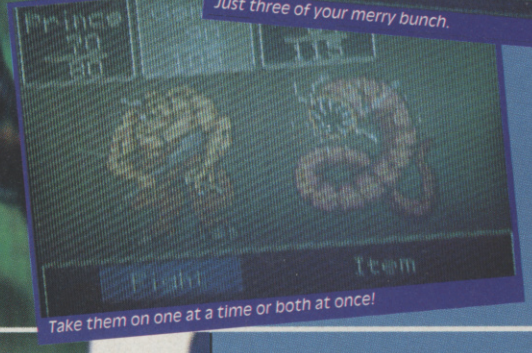
GAMEGEAR BY SEGA £34.99

PAAARTY!

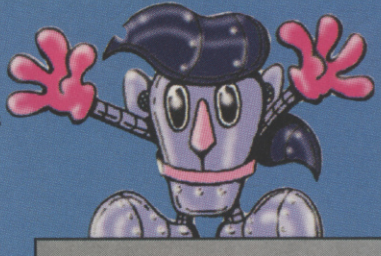
The Game Gear's got some real catching up to do as far as RPGs on its system are concerned. Both the Lynx and Game Boy have got their own offerings, and as far as we know, this is Sega's first – but what a debut! Most hand-held RPGs kit you out with a single character for your quest but D of O has no less than four knife wielding, spell casting, sabre slashing heroes for you to incorporate into your party.



Just three of your merry bunch.



Take them on one at a time or both at once!

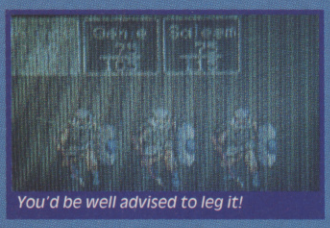


Defenders Of Oasis is without doubt the finest RPG I've played on any hand-held. It's incredibly easy to get into and brilliantly presented with simple, fast pop-up menus. Each level is linked by some animated screens which update you on the plot as you go. The music's brilliant too, and perfectly suited to the style of the game and the story. If you want a change from the norm, or just some great brain-taxing fun, splash out for this cart – you won't regret it and you won't stop 'till you drop!

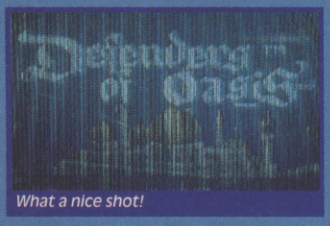
STEVE KEEN

STORY BOARDING

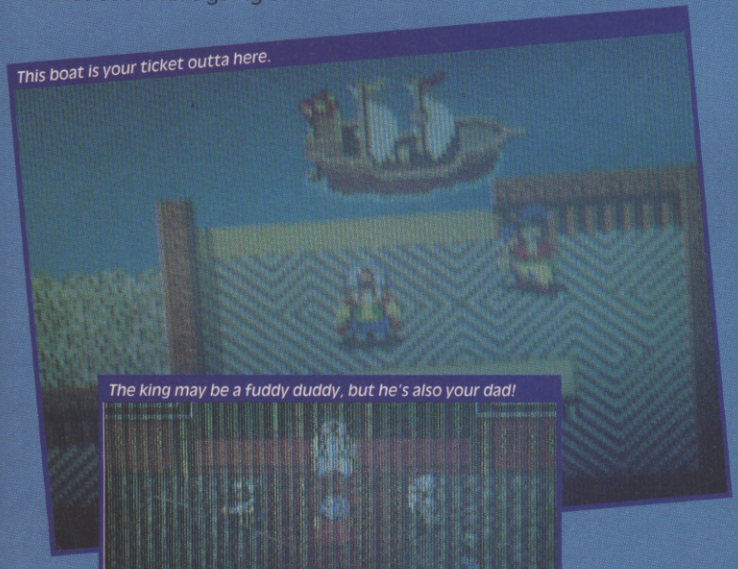
The scenario is spread over several sprawling levels, each one bigger than the last. The Prince begins in his own town, which is quickly under siege by the Dark Lord. Forced to flee, the Prince straps on his Royal Reeboks and scarpers through a series of underground passages and finally across the sea. His first task is to make safe the national treasures and rescue a neighbouring princess, before hiding out with the resistance whilst he finds out what's going on.



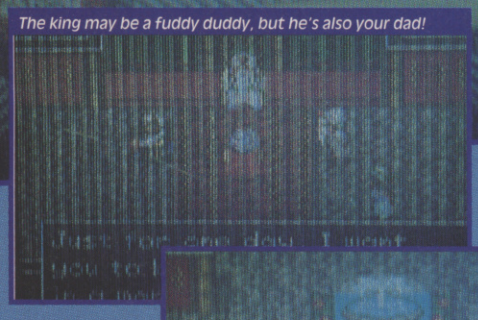
You'd be well advised to leg it!



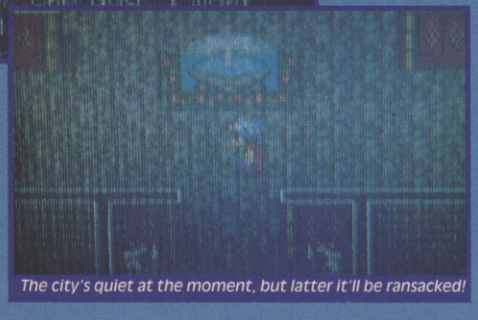
What a nice shot!



This boat is your ticket outta here.



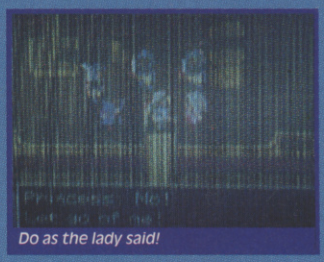
The king may be a fuddy duddy, but he's also your dad!



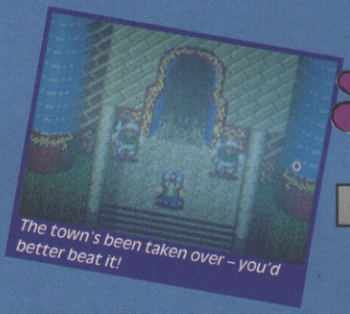
The city's quiet at the moment, but latter it'll be ransacked!

FIST AND FURIOUS

Each of your adventuring party have four basic qualities; Power, Stamina, Speed and Will. Each of these attributes will affect the outcome of each encounter you have in the game. The more tasks you complete and monsters you duff up, the more you'll pump these figures up. As your abilities increase, so will your skill at defending yourself and dishing out the thrashings, enabling you to get even deeper into the game.



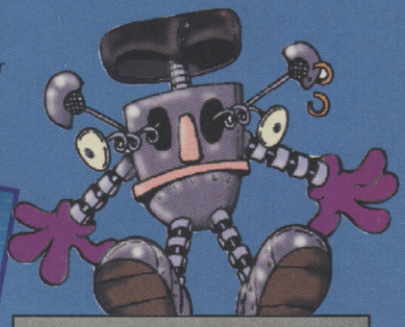
Do as the lady said!



The town's been taken over – you'd better beat it!

FIGHTING FIT

For such a small machine the options are packed in pretty tightly. The adventurers can talk to peasants, farmers and other non-player characters and gather information useful to the quest. Of course, the most important interaction is the good old scrap which takes place on a separate screen. Each combatant gets a chance to fight or perform one of their special actions, such as using specific objects against certain monsters or casting spells to heal. But remember, each action is classed as a move and you don't get a second chance to strike! The Prince, being the leader, is the only one who can give the order to retreat, so if you're really getting duffed up you'll have to wait until its his turn to move. Even then, the computer will decide whether or not.your team can scarper.



'I've got to admit it – I'm one of those people who cringe at the mention of RPGs. But I urge you to give this a go – you'll be immediately hooked! The graphics are perfectly sized so that you can easily see what's happening on-screen and the plot has been really well thought out! Lots of different characters and great gameplay make Defenders Of Oasis a winner, so go for it. You won't be disappointed!'

PAUL ANGLIN

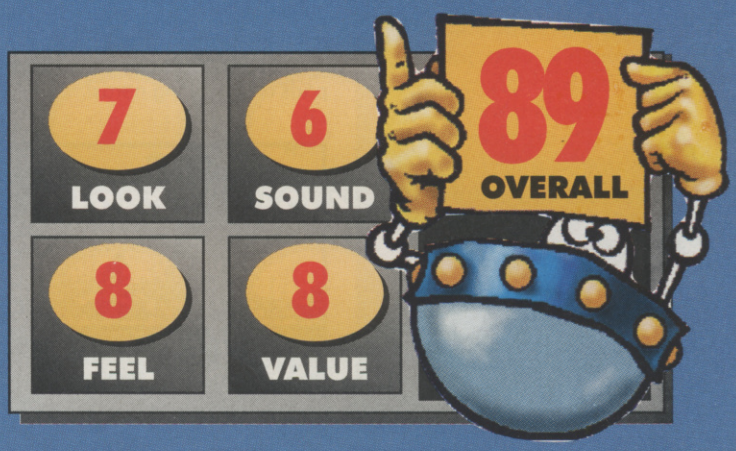
THANKS...to Shekhana Consoles (9081 889 9412) for the review cartridge.

IT'S MAGIC!

It's not just the RPGsters who can learn new skills and add to their powers; the mutants of Oasis are just as adept at finding new and more potent ways of killing you. The more experience points and spells you pick up, the more ferocious and harder to kill the evil minions of the world become. All the baddies have their own attacking methods and some of your attacks will be more successful than others. The resident spellcaster, Genie, has a few choice tricks in his lamp though, and can wipe out some monsters' magic attacks whilst the others in your party pile on the damage.

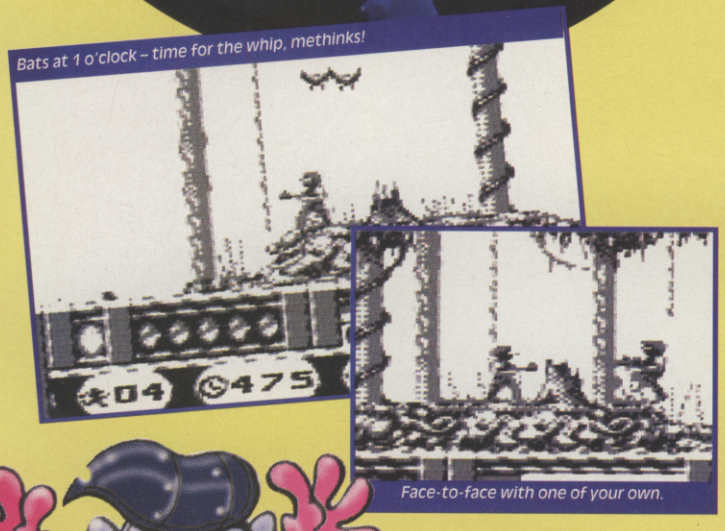
WHO'S WHO?

The Genie is probably the most powerful ally, but as with the the others, you've got to find his lamp first. Then he can be used to restore party health by using up magic points or cast mystical attacks. Saleem, another of the royal buddies, can attack all the enemies on the screen at once with his Dance Of Death and the thief Agmar's speciality is the Assault Attack. This lets him jump from the shadows like lightning causing lots of damage. As for the Prince, he can use more items found during the quest than anyone else and begins with the highest attack and defensive powers.



REVIEW

UNIVERSAL SOLDIER

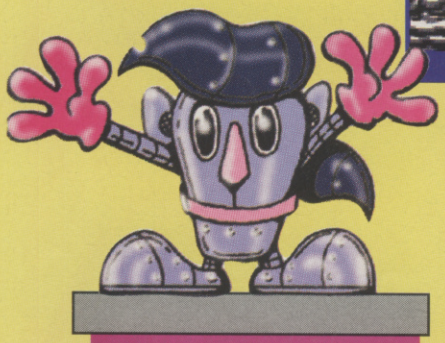


Bats at 1 o'clock – time for the whip, methinks!

Face-to-face with one of your own.

The not-very-good action movie Universal Soldier topped the video rental charts for weeks, thanks in no small part to the appearances of Jean Claude Van Damme and Dolph Lungren – two superstar muscle-head actors for the price of one! Obviously, someone at Accolade thought this was a brilliant idea and decided to bring out a game based on the film. But instead of designing a new cart they thought they'd just fiddle about with an old one they had lying around, Turrican on Game Boy, thus continuing the two-for-one policy to the end! Obvious, really.

GAMEBOY BY ACCOLADE £24.99



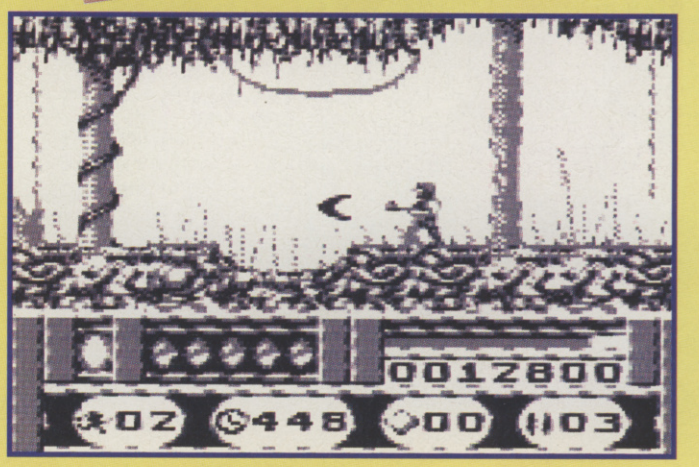
TELLING PORKIES

You play Luc Devreux, a genetic infantryman brought back to life by the American government to be sent on top secret, highly-dangerous missions. One of your fellow 'Unisols' goes berserk and decides to turn the whole brainwashed troop against you. Well that's how the film's storyline goes, but the game's just a case of splattering anything that twitches – from bats and birds to armoured laser pods and blasting nerds!

Yes, we know Universal Soldier's a complete and utter Turrican rip-off, but is it any good? Turrican and Turrican 2 were good games, and Universal Soldier is as playable. Graphics are good and the action is fast and frenetic! If you've already got GB Turrican then shy away from this, but everyone else should give it a look!

STEVE KEEN

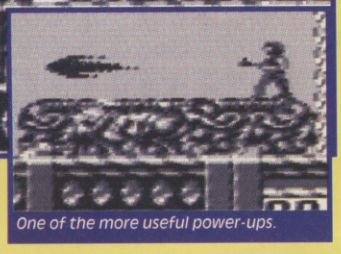
Dracula and buddies drop in for tea!



ALL MAPPED OUT

Universal Soldier consists of ten levels, spread over four large worlds. Surprisingly, the monochrome graphics change considerably from level to level and, unlike many platform games on the Boy, you can just about tell where you are in the game by the backdrops and locations. Waterfalls, rock formations, underground caverns and hanging vegetation are just a few of the tell-tale signs.

Either that's the biggest bat in the world or you've let loose again.

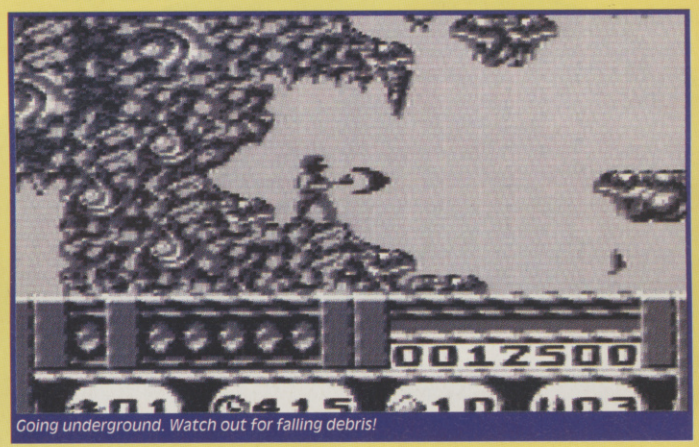

One of the more useful power-ups.

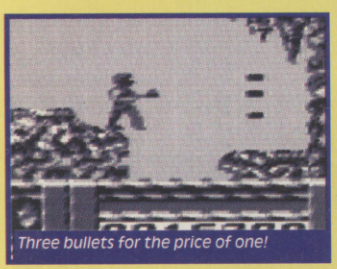
WORLDS APART

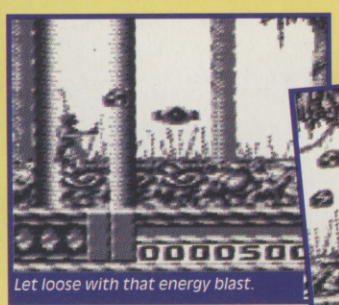
The first level is set in Vietnam with Luc's crazy-ape sergeant, Andrew Scott, waiting for him at the end of the level. After blasting the undergrowth for two rounds, Devreux moves onto the Dam where he'll have to face off with five bosses, including military helicopters and the almost invincible Command Vehicle used by the Universal Soldiers. More trucks face Luc in the Desert before the final show-down at Enemy HQ, with Scott psyched up to the gills as the Universal Killing Machine!

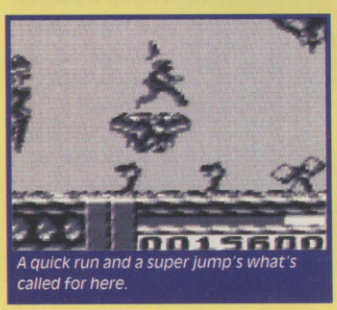
GUNS 'N' POSES

The soldiers are pretty well armed, with an assortment of different guns, lasers and bombs to hand. You can replenish your weaponry by shooting icon-carrying pods from the sky or by finding invisible boulders suspended in mid-air and bashing them with your head. The latter are the best to find, as each holds a wealth of different power-ups and you can batter them away as much as you like until you get the icon of your choice.


Going underground. Watch out for falling debris!

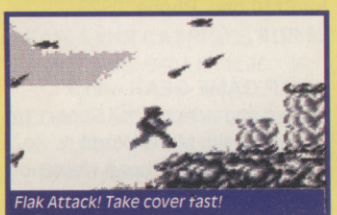

Three bullets for the price of one!


Let loose with that energy blast.


A quick run and a super jump's what's called for here.

Welcome to Pod-U-Like! Make your choice of fillings.

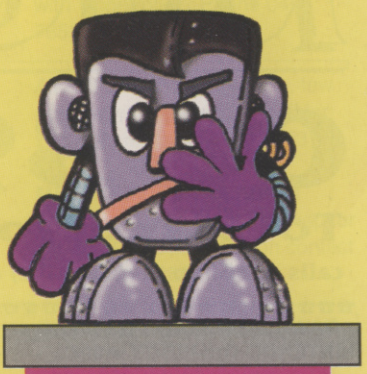
The Universal Shuriken in full shurik!


Flak Attack! Take cover fast!

Luc's got more energy than Battersea Power Station.

GUNNING FOR YOU

The Universal Soldier loses all his extra armament whenever he dies, but fortunately for you he's well equipped with standard issue firearms. His gun shoots armour-piercing laser bullets and, by holding down the fire button, you can unleash the Laser Whip which can be brandished around Luc's body in a circle for protection. The Power Line destroys all enemies in the soldier's path by releasing two energy beams that sweep the screen. A novel attack is the Super Weapon that fires all your weapons at the same time, but can only be used once per life. In addition, Luc can turn himself into a whirling Shuriken to spiral all over the levels!



Our copy of Turrican has crashed and the main sprite has changed into Jean Claude Van Damme! Oh no, it's Universal Soldier – my mistake. This is outrageous! Besides being a complete rip-off of Turrican, the game has absolutely nothing to do with the film at all. It looks good and plays solidly, but if you've got the first Turrican you'll be seriously disappointed with Universal Soldier. Tut tut, Accolade.

PAUL ANGLIN

MICROSELLS

0839 - 500 848

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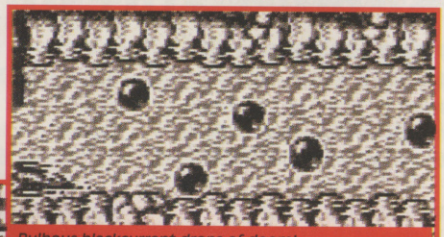
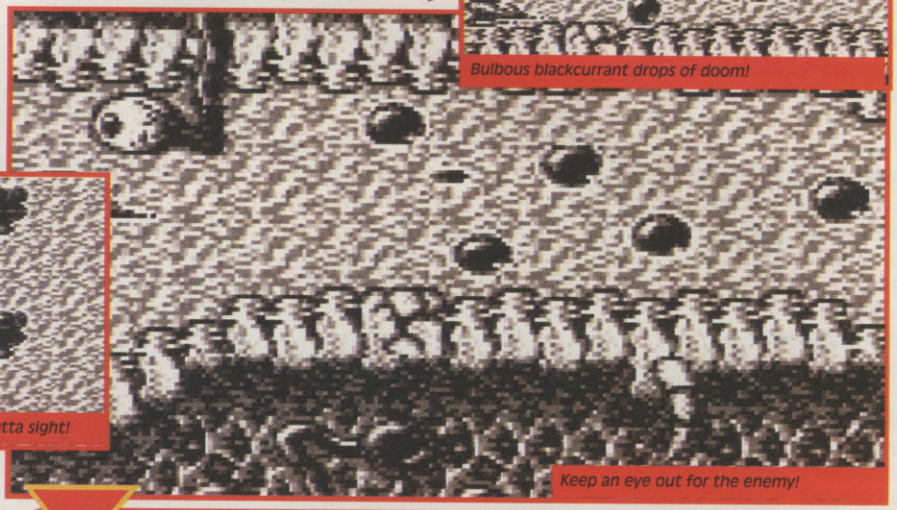
PREVIEWS

STAR HAWK

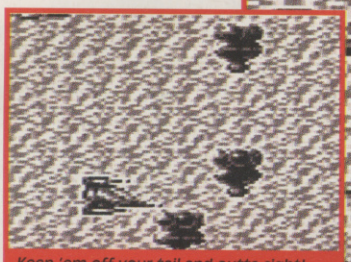
You'd be forgiven for thinking that the last thing the Game Boy needs is another horizontally-scrolling space shoot 'em up, but Accolade has flown in the face of popular opinion to bring you yet another such outing on the baby black and white! From the look of the preview copy of Star Hawk we've got in the office, the whole adventure seems to be a cross between R-Type and Nemesis, with huge space freighters chasing you through caverns and the like. Expect a full review soon.



Bulbous blackcurrant drops of doom!



Keep an eye out for the enemy!



Keep 'em off your tail and outta sight!

GAME BOY £24.99 BY ACCOLADE

ADDAMS FAMILY

After completely selling out of its first Addams Family game, Ocean realised it must be onto a good thing. Never the type to pass up an opportunity or ignore public demand they've decided to put the sequel out in portable form. This time around it's Pugsley who's the star as he scampers all over the family mansion, bumping into ghosts and ghoulies and collecting various paraphernalia. All manner of secret goodies are there for you to find, and the game is generally looking much better than its disappointing prequel. We'll be bringing you the full GO! Review as soon as the game is completed.

Welcome to the house of fun!

GAME BOY £24.99 BY OCEAN

AIR ZONK

PC Kid has temporarily given up on his platform antics in favour of blasting a few baddies out of the skies. The evil Count Drool has sent forth powerful Cyber robots to carry out all manner of disgraceful deeds. But a team of cool sunglass-wearing warriors, led by Kid, has other ideas. So it's into battle you must go in order to destroy the might of the evil Drool's army.

Air Zonk is one of the most eagerly awaited GT carts for some time now, and all indications are that the wait will have been well worth it. After the brief look we managed to get, we came to the conclusion that it's looking dead smart. Watch out for the full GO! Review in the very next issue!

PC ENGNE GT

£34.99 BY HUDSON SOFT

DARKWING DUCK

Another crazy character is about to make his debut on the Game Boy! Darkwing Duck is his name, and he's a new breed of winged Super Hero! A traditional platform adventure, the dynamic quacker takes on the bad guys armed with his super-heroic abilities, as well as a few choice weapons scattered around his world. Details are being kept quiet at the moment, but we'll be coming up with the definitive GO! Review of the completed game very shortly – don't miss it!

Platform capers by moonlight.

GAMEBOY

£34.99 BY NINTENDO

THE EMPIRE STRIKES BACK

We bet you young Jedi's were chomping at your grannies' false teeth after last month's bowel-blistering Review of the incredible Star Wars on the Game Boy! Well, the scorching news is that you could be in for the same thrills all over again, as those cunning continental champions at Ubi Soft get ready to unleash The Empire Strikes Back to follow in the original's huge footsteps. As with the first outing, Empire Strikes back is a conversion of the NES version, with Luke rampaging through the ice world of Hoth and its underground caverns. The graphics, however, seem to be much improved, with massive Walkers to fell and loads of levels to tackle. A spectacular Review is imminent!

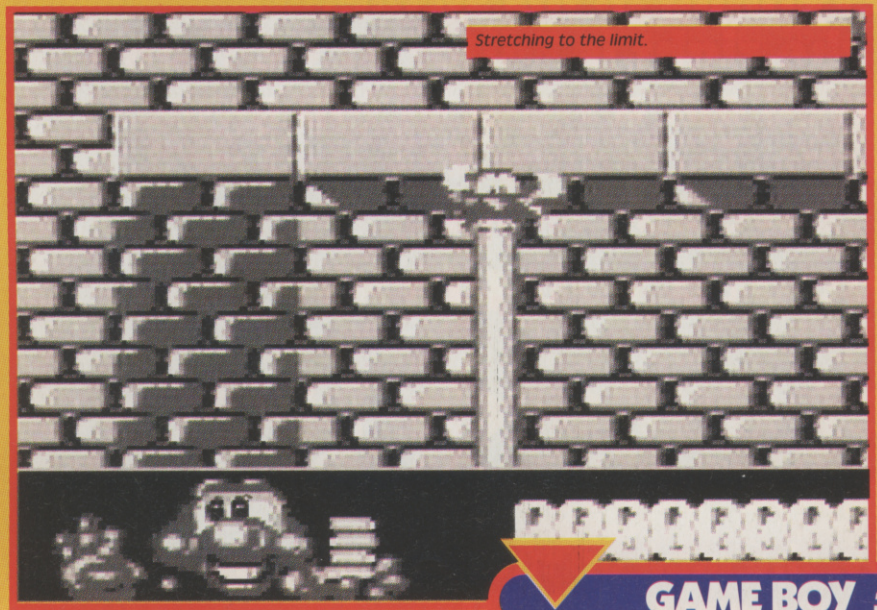
Those much-needed valentines are just above you!

Get in between 'em and tag their legs!

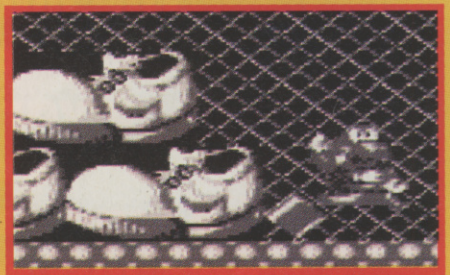
He may smell, but this Taun-Taun could save your life.

GAME BOY £TBA BY UBI SOFT

ROBOCOD



Stretching to the limit.

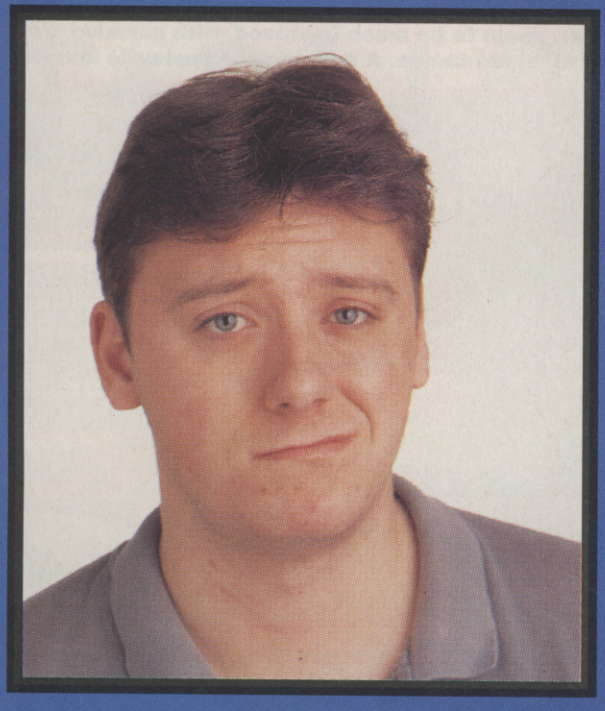


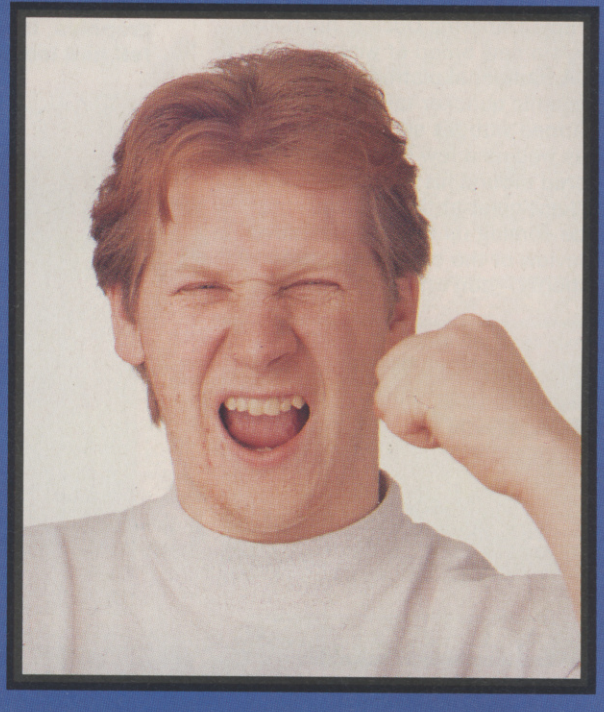
I wouldn't like to meet the guy who wears these!

One of the biggies of 1992 was the aquatic agent, James Pond. Robocod was the name of the game and was universally praised for its outstanding gameplay and cute graphics. How well the cold-blooded character will fare on the Game Boy is anyone's guess, but what's certain is that Ocean will be doing its best to come up with as good a conversion as possible. The game's at an extremely early stage of development at the moment, hence the obscure screenshots, but we'll keep you informed on its progress.

GAME BOY £24.99 BY OCEAN

NEXT MONTH!





The man on the left is happy, carefree and a big hit with the ladies.
The man on the left is at ease with himself, can converse knowledgeably on a variety of subjects and takes everything in his stride.
The man on the right is Editor of GO!, and he's just sorted out a stack of top games for next issue, including Robocod and Caveman Ninja.

WHICH WOULD YOU RATHER BE?

HAND-HELD GO! VIDEO GAMES

Get it March 15th – FREE with CVG!

(Actually, the man on the left isn't that popular at all).

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WHOAaaa